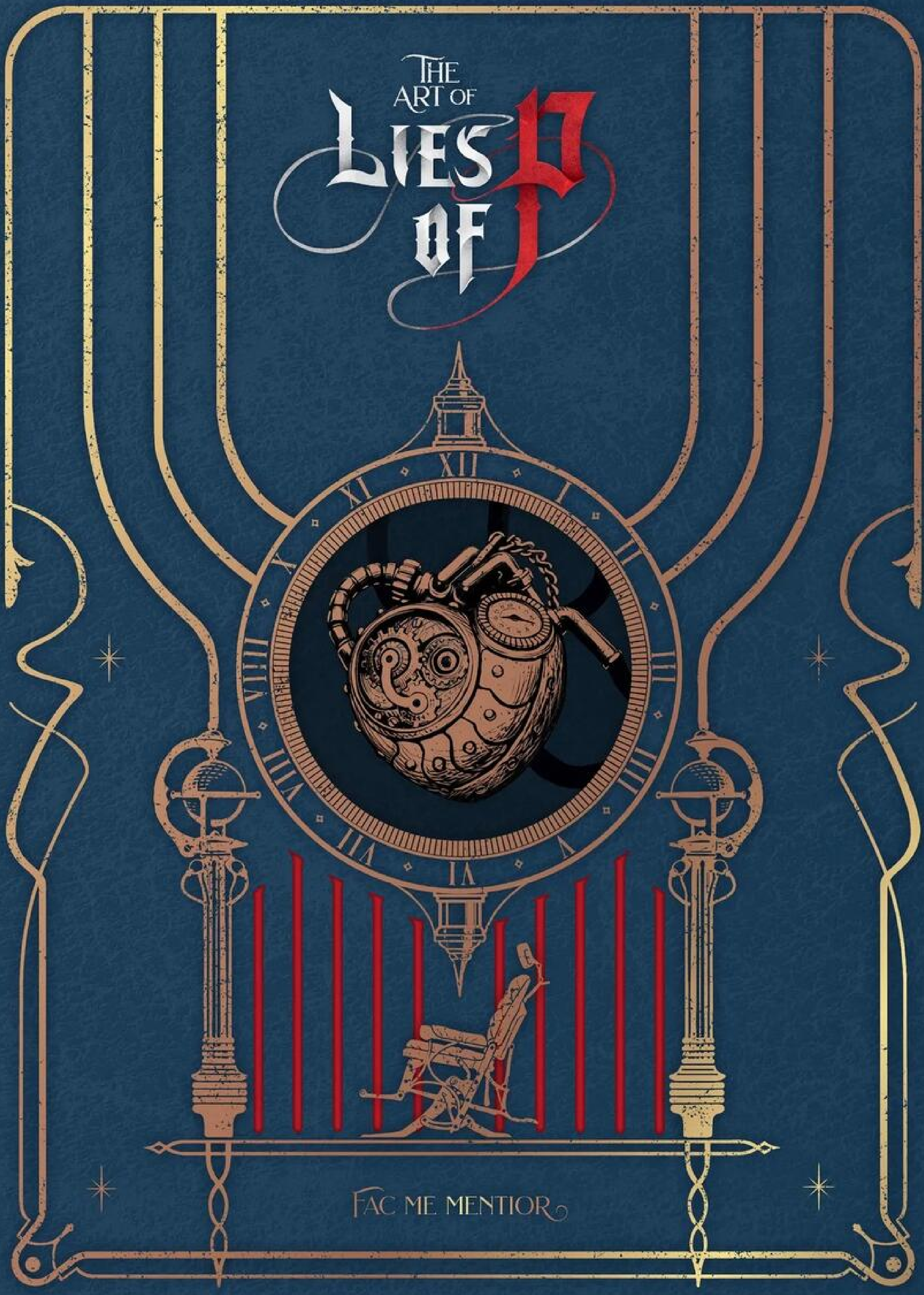
THE ART OF
LIES OF P



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THE ART OF LIES OF P

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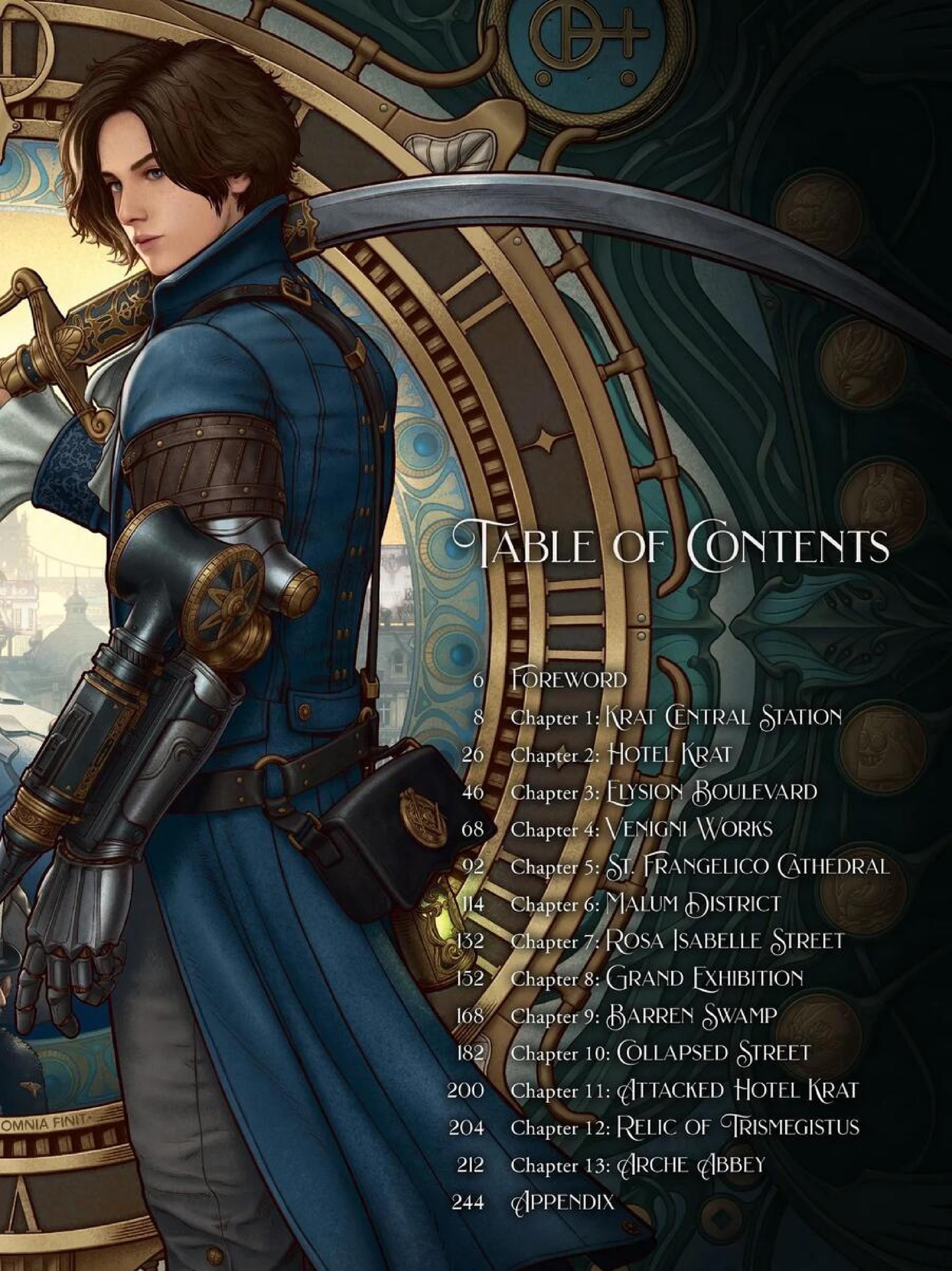

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FOREWORD

I still remember the day when the director Jiwon came to me with the idea of creating a soulslike game inspired by *The Adventures of Pinocchio*, the old Italian fairy-tale classic.

It was such a fascinating and perfect idea.

What a wonderful concept it was. It instantly overwhelmed me, and I had trouble sleeping because of all the excitement and adrenaline from thinking about how we could reimagine this fascinating classic from a completely different perspective.

The boy and his father, edifices in stone and steel, creaking puppets, oil flowing like blood, machine-cold human desires, and the echoing of hauntingly beautiful, doleful melodies.

"Eerie, yet holding a profound beauty."

The designers and artists of *Lies of P* went through piles of references and numerous debates over the project's aesthetic before they could carve out the truth, lies, and secrets.

And finally, the boy opened the door to the world.

From the moment of embarking on the project with our very first concept until it arrived in your hands, everyone at ROUND8 Studio diligently worked together in the hope you would find *Lies of P* to be like a flower in a devastated world.

Thanks to the *Lies of P* project, I had the rare opportunity to meet and collaborate with many creative and talented fellow artists. I'd like to express my gratitude to them for resonating with my goal of presenting the beauty of the unseen and for their dedication to the project. I would also like to thank everyone who contributed to making this book possible.

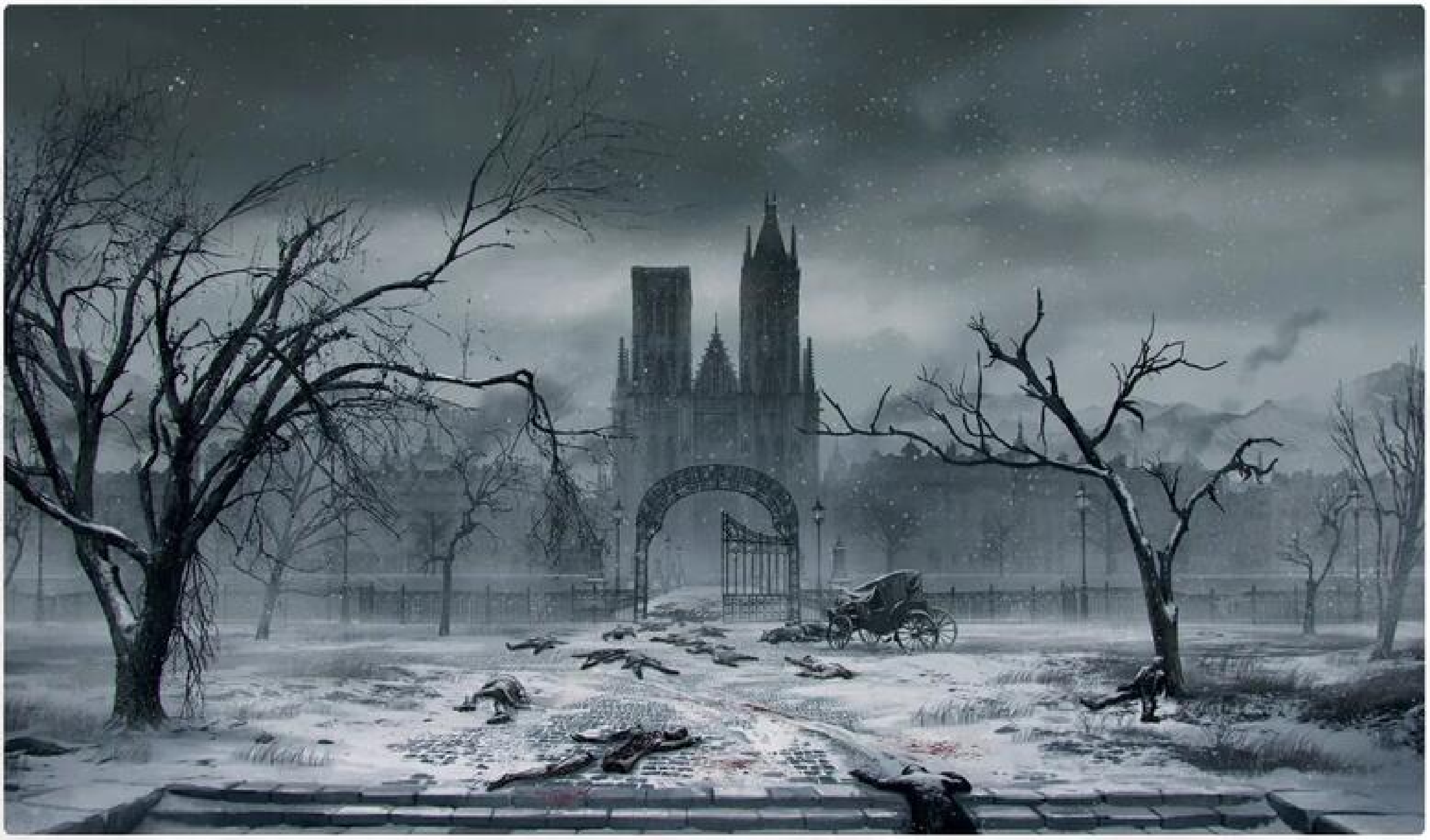
Above all, my deepest appreciation goes to the fans who enjoyed *Lies of P* and are reading this now.

While drawing the mechanical heart for Geppetto's puppet, I dreamed. I dreamed of bestowing my heart upon someone, thinking it is the same as giving my whole self to them. And I thought I would be blissful if I could do that.

The memory returned to me as I embarked on the journey of creating this art book. It's likely not a coincidence.

Thank you.

Noh ChangKyu
Art Director



Chapter 1

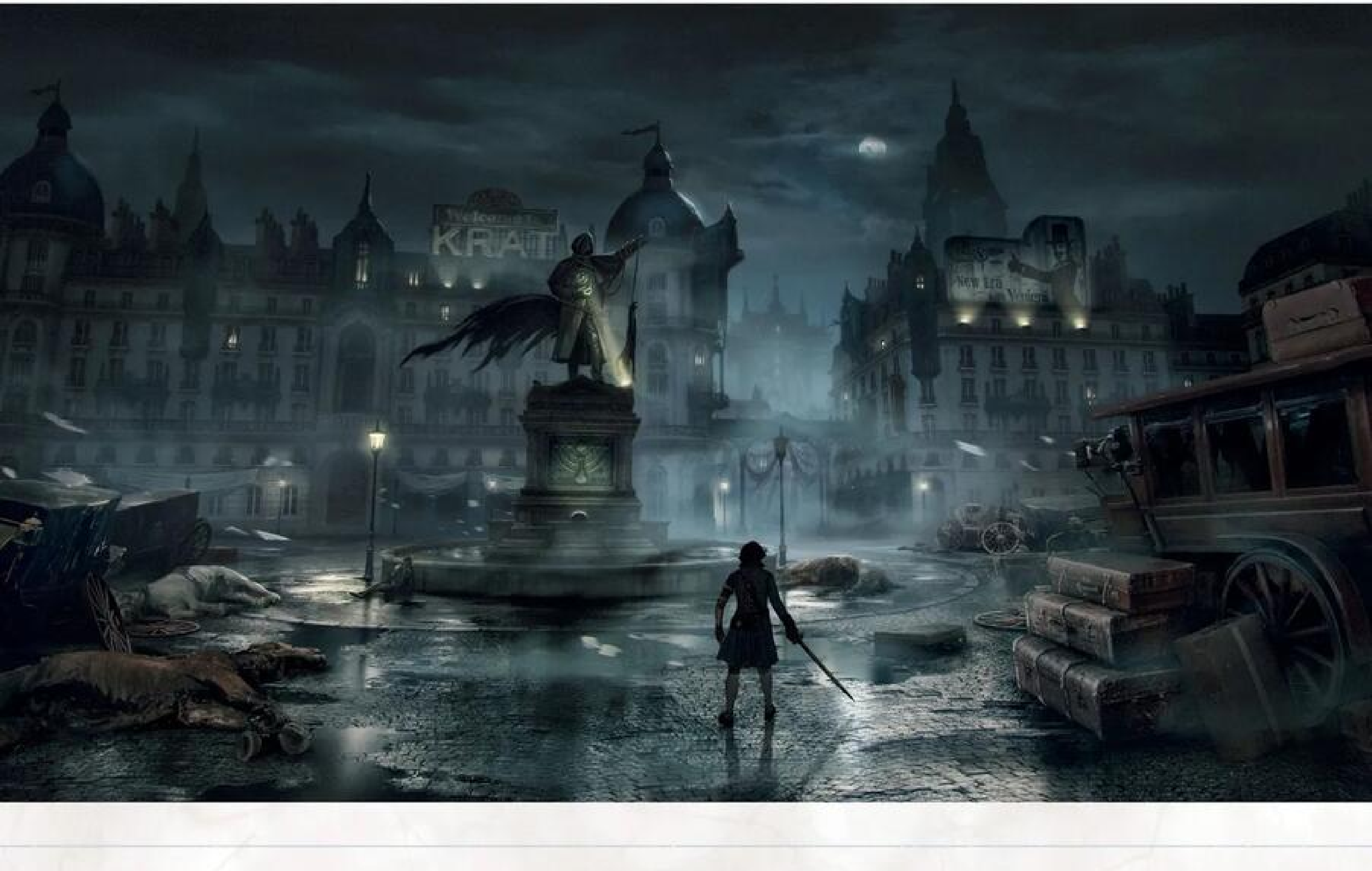
KRAT CENTRAL STATION

Krat, a city of puppets and groundbreaking technology, invites those courageous enough to step into a twisted but beautiful journey.

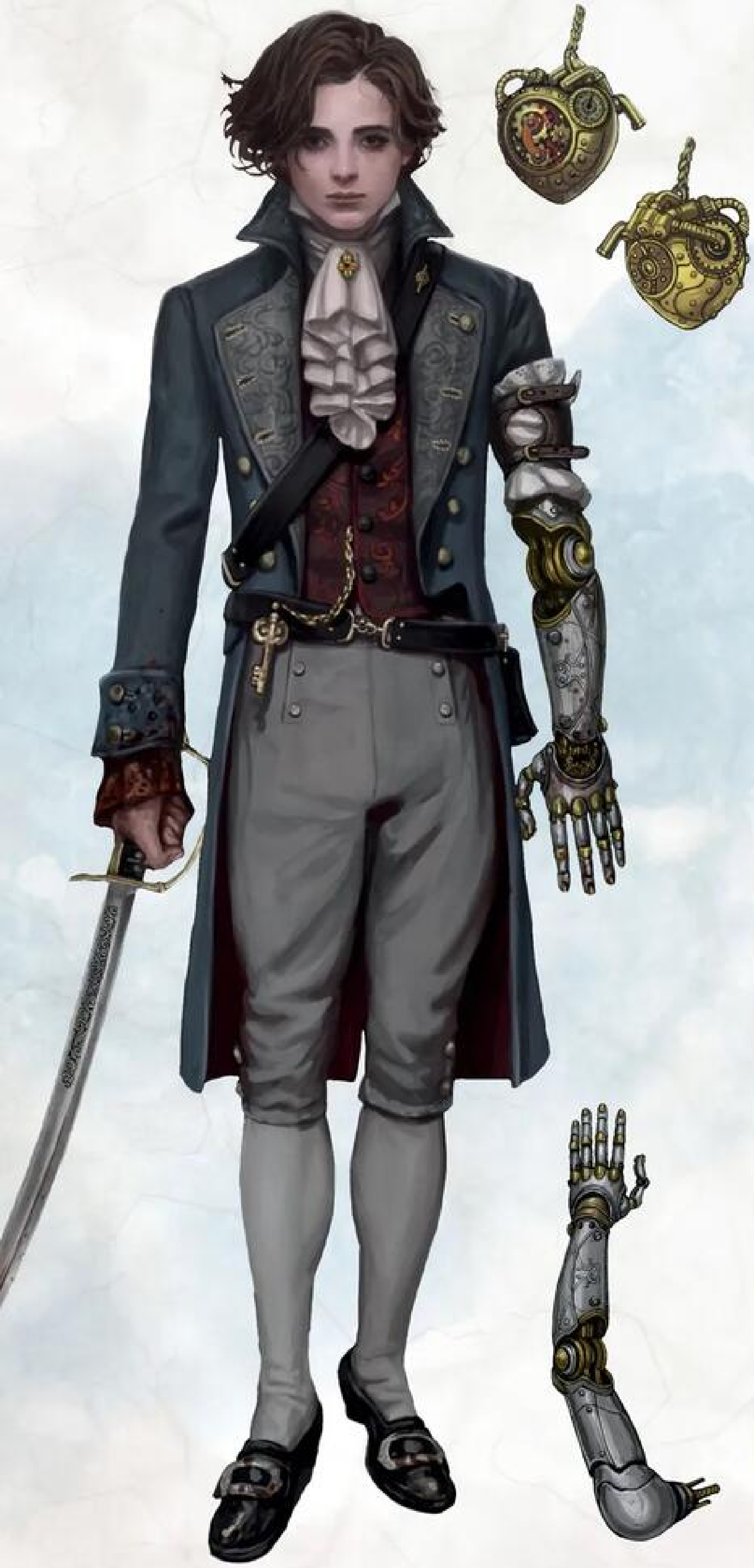
Follow the path of our protagonist and see the city represented through the eyes of the one who has just been awakened.

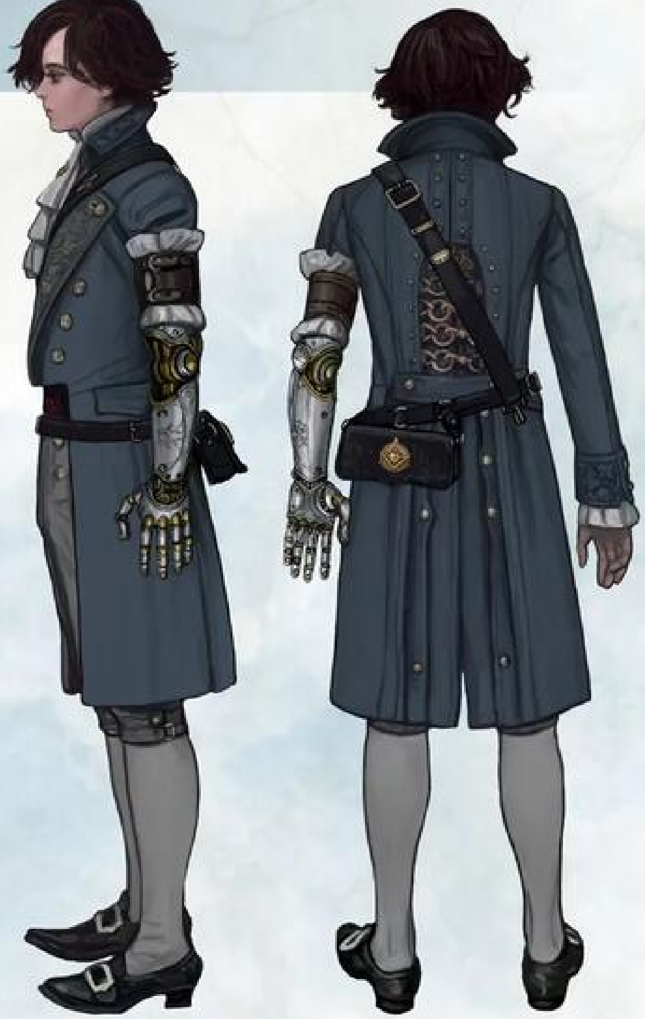
Architecture in a myriad of styles and lush, vibrant ornaments reflect the city's remarkably rapid rise and exhibit how it embraced such change.
Every corner of Krat hints at the innovative elements of the once-flourishing city. To name just a few: the Stargazer that moves like a beautiful flower; a mechanical heart; the intelligent guide lantern; and the puppets, which presumably form the fabric of society.

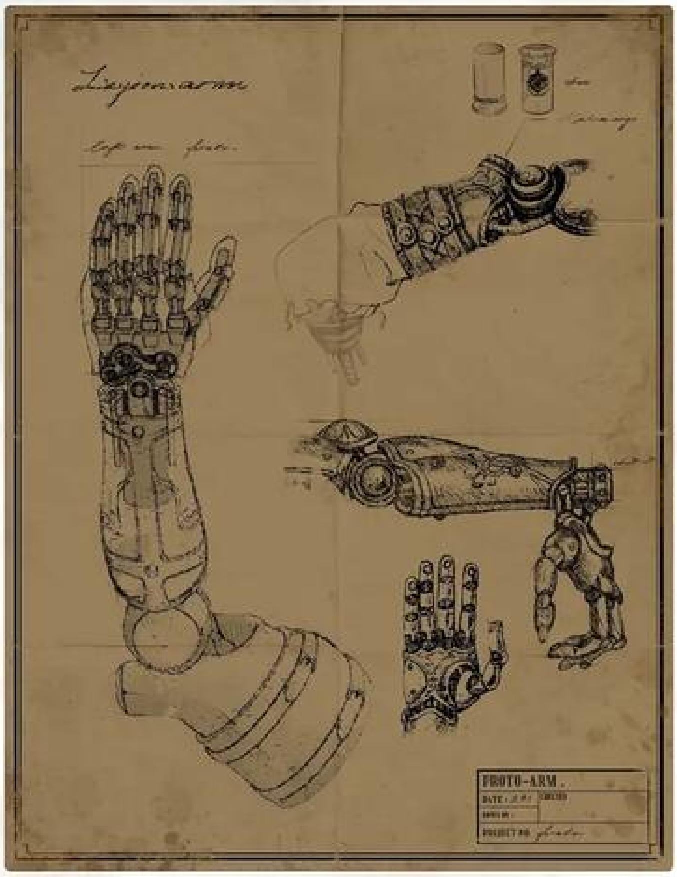
Now, leaving all the glory behind, the dangling poster of the Parade Master's jolly face in an ominous alley is just one of many things that reveal the ironic reality Krat has faced.



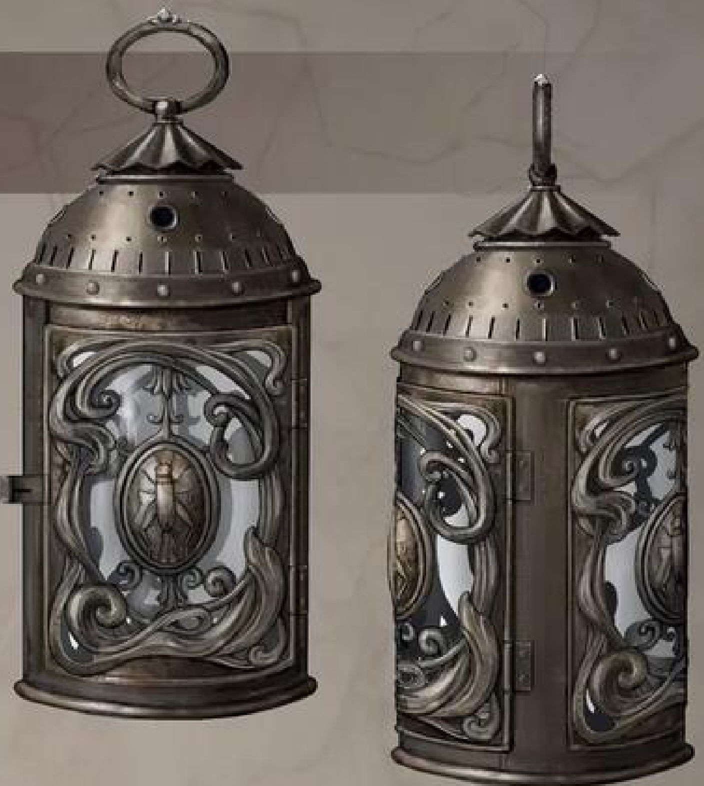
GEPPETTO'S PUPPET

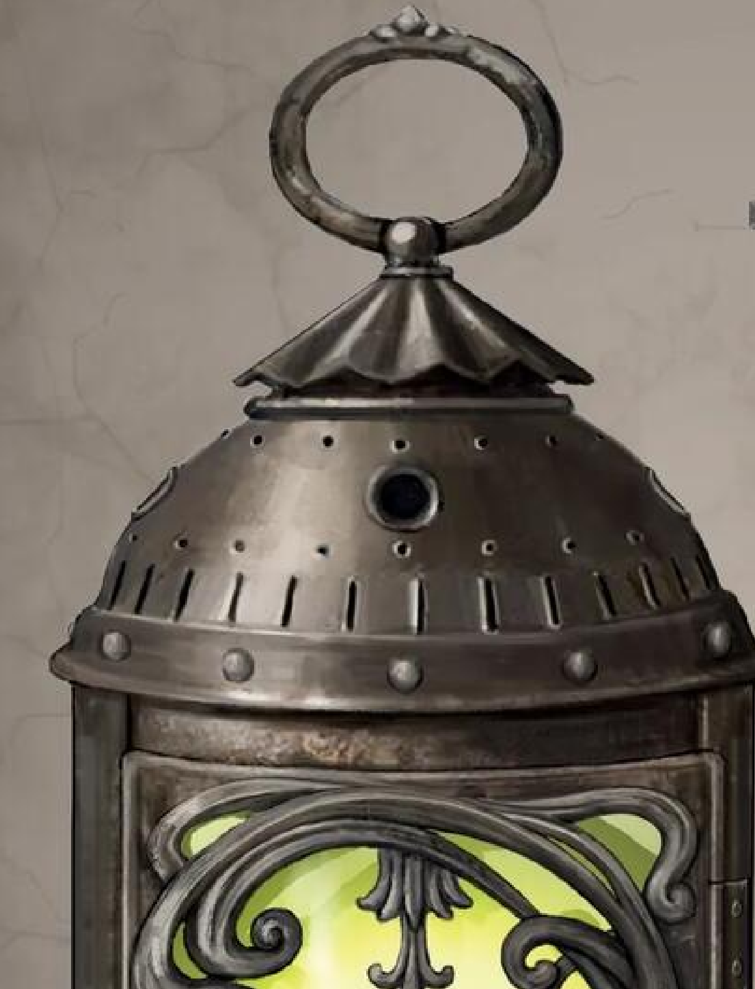


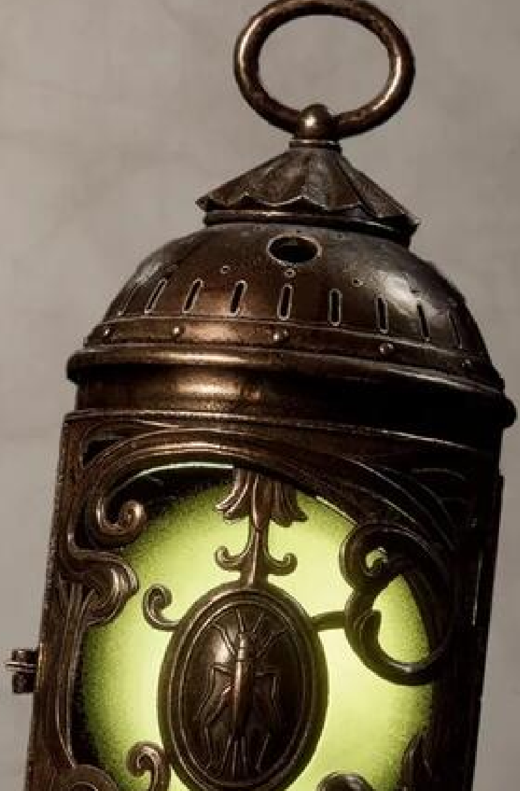


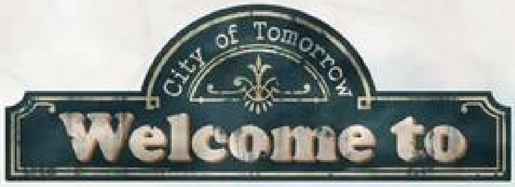

Legion arm
left arm final
PROTO-ARM.
DATE:

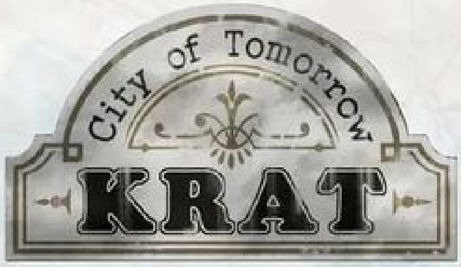
GEMINI

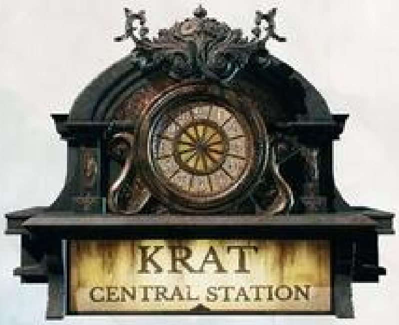


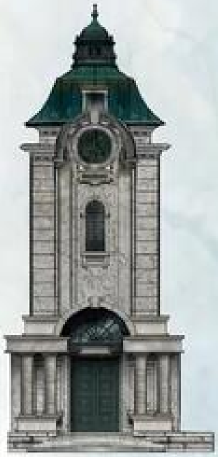


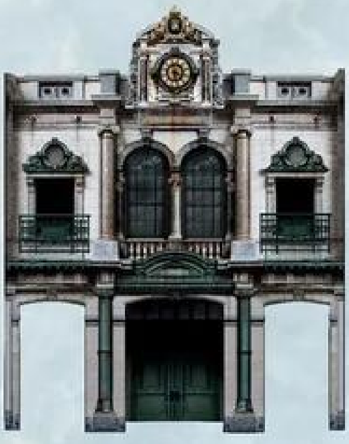


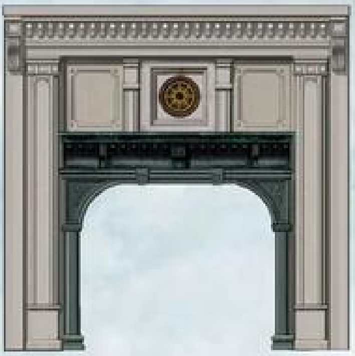

City of Tomorrow
Welcome to

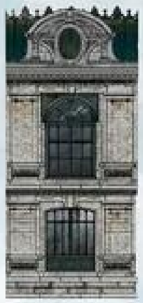

City of Tomorrow
KRAT

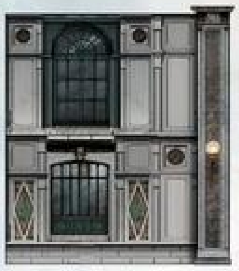

KRAT
CENTRAL STATION

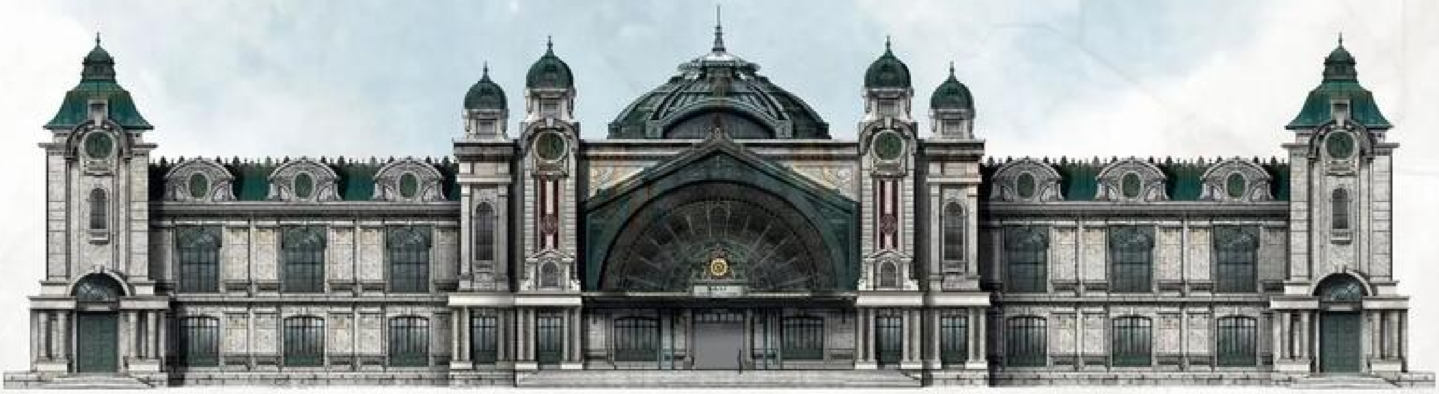


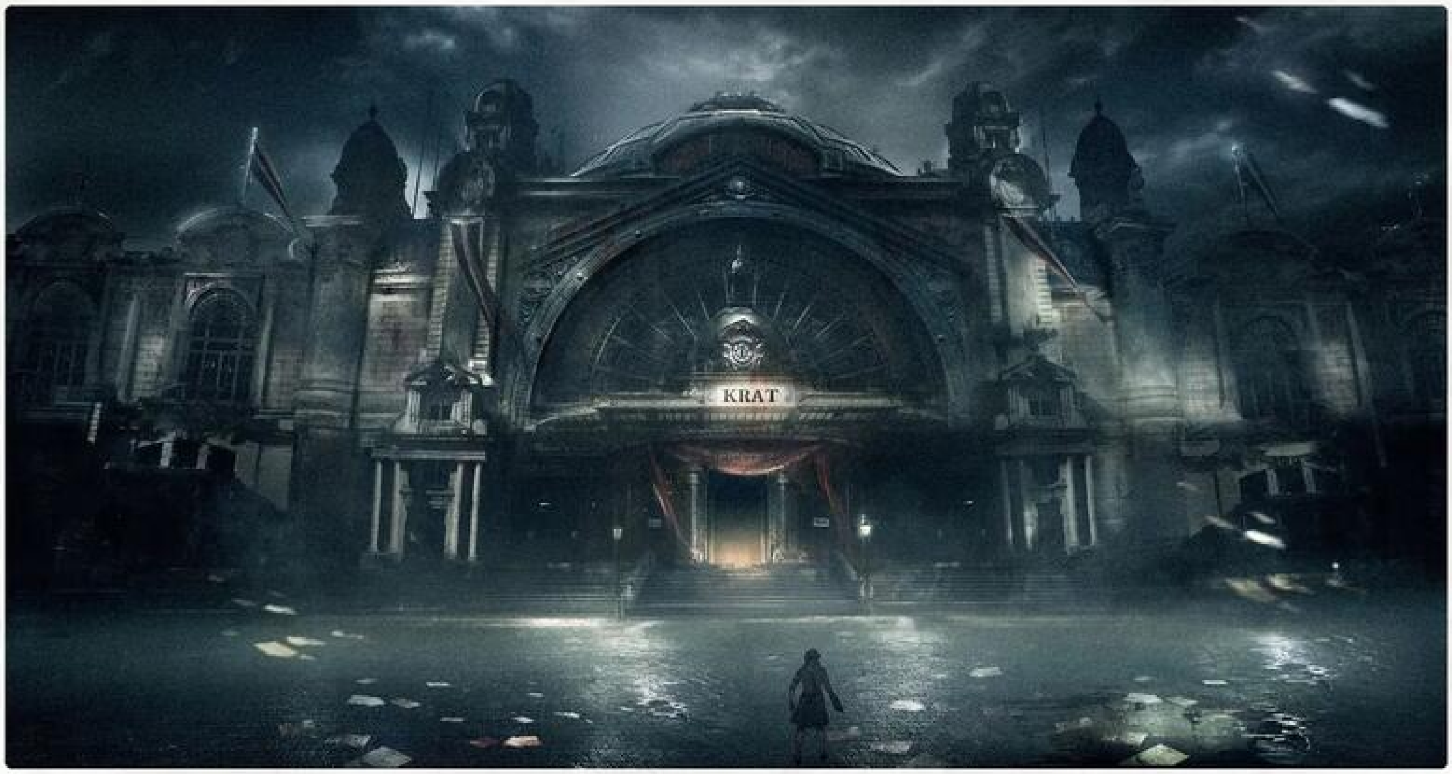


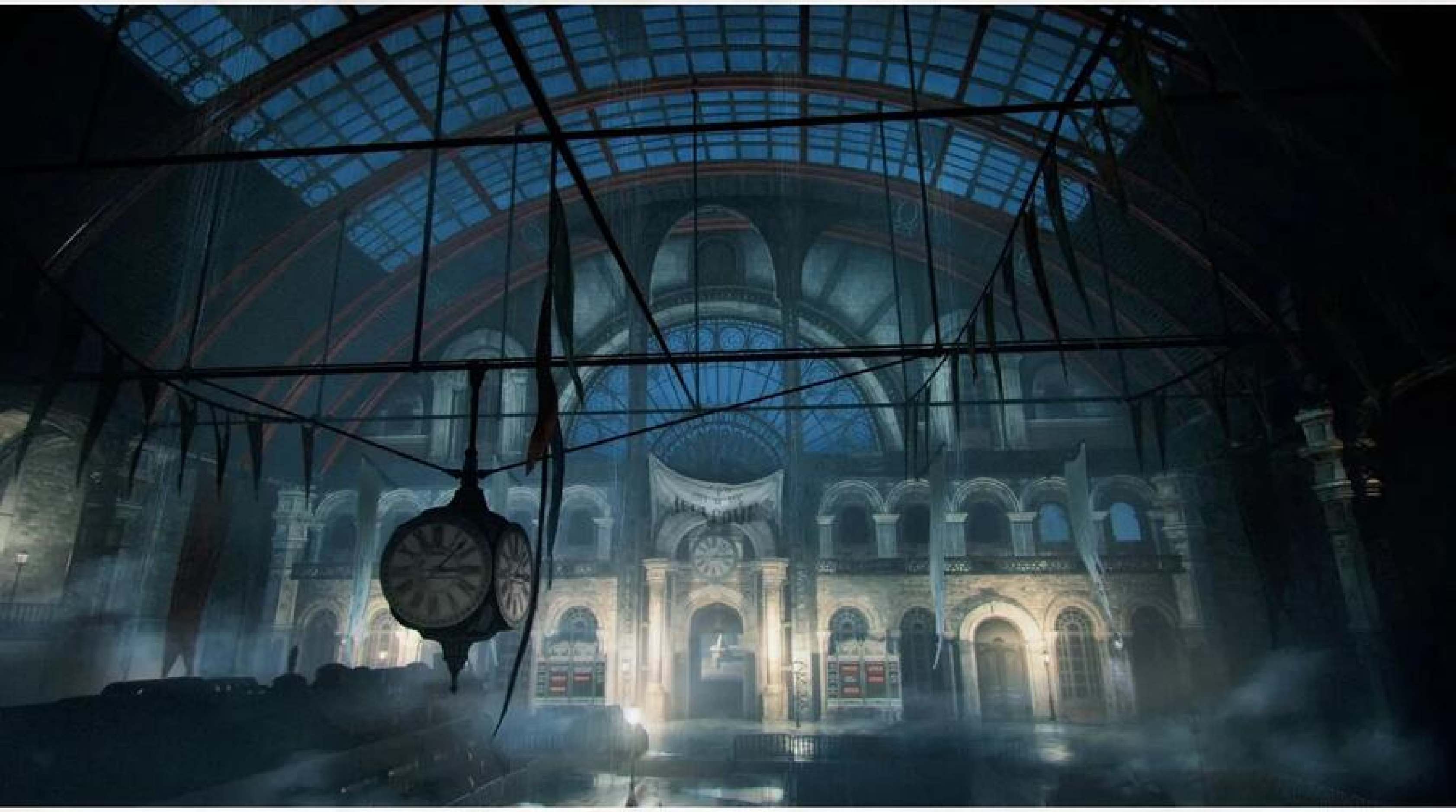


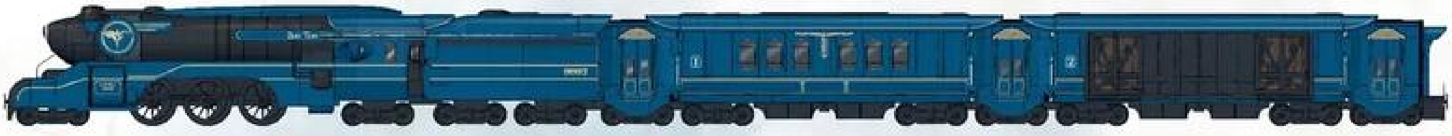


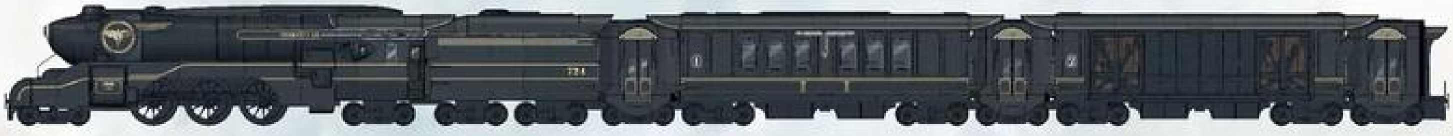


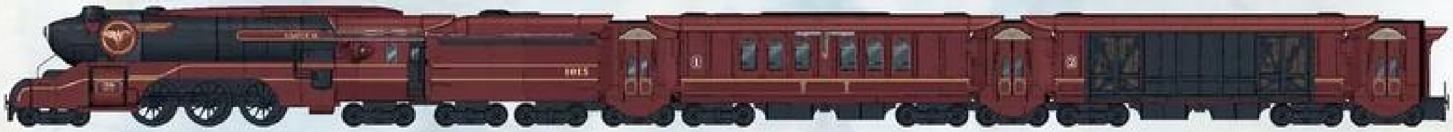


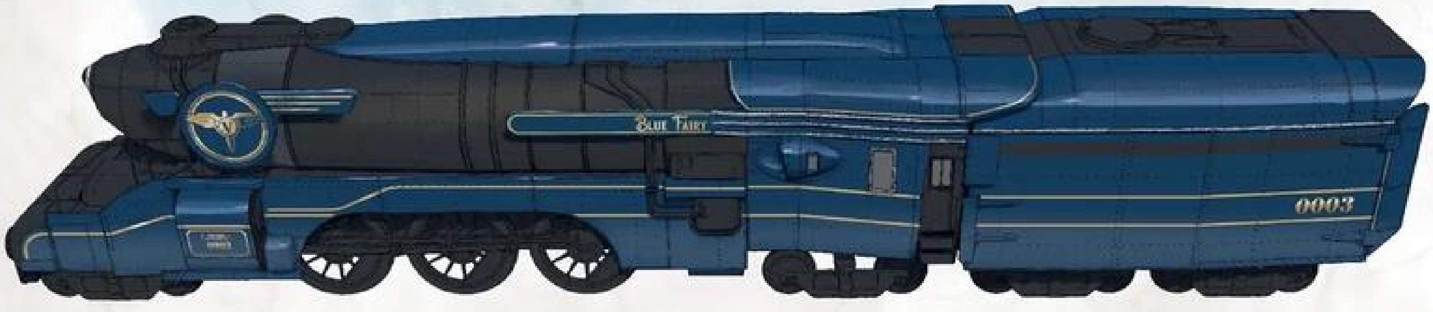

KRAT

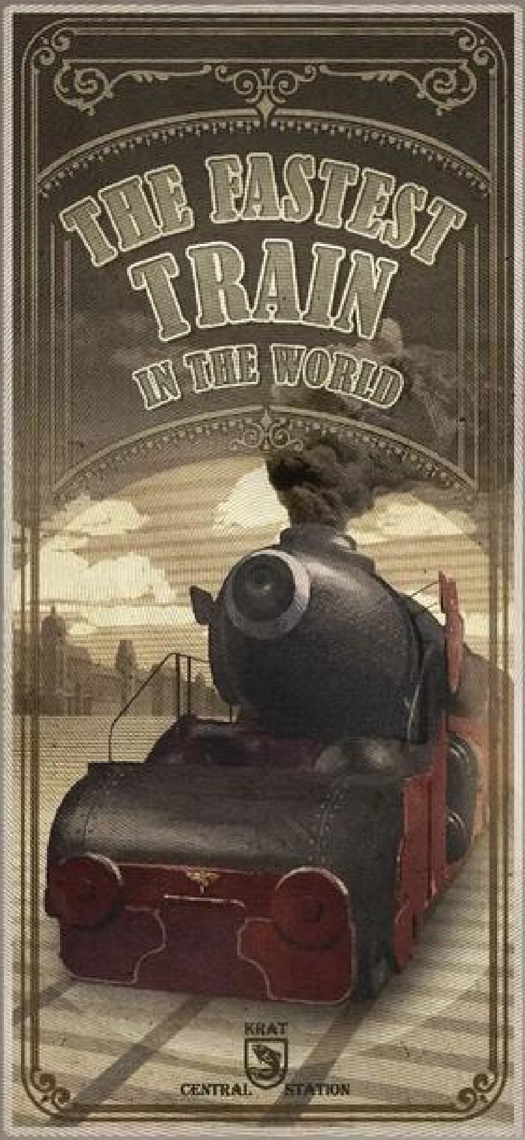


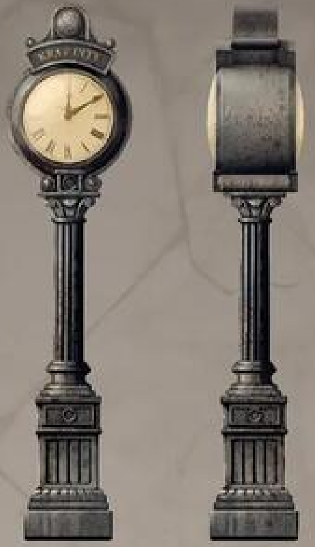


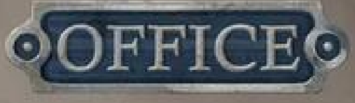


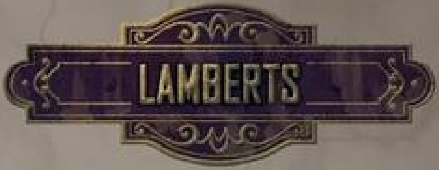


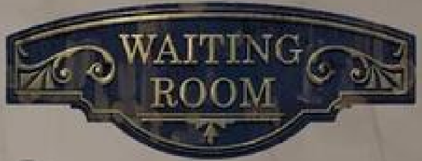

BLUE FAIRY
0003


THE FASTEST
TRAIN
IN THE WORLD
KRAT
CENTRAL STATION





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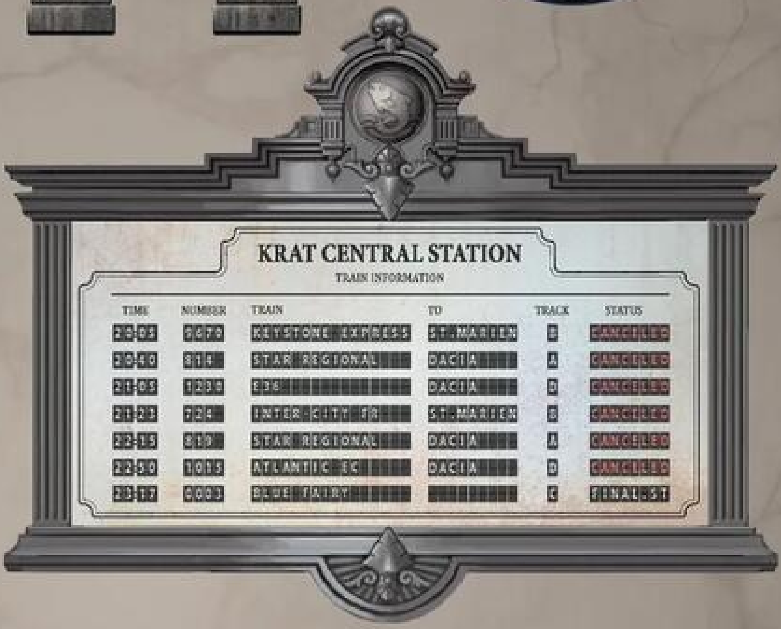
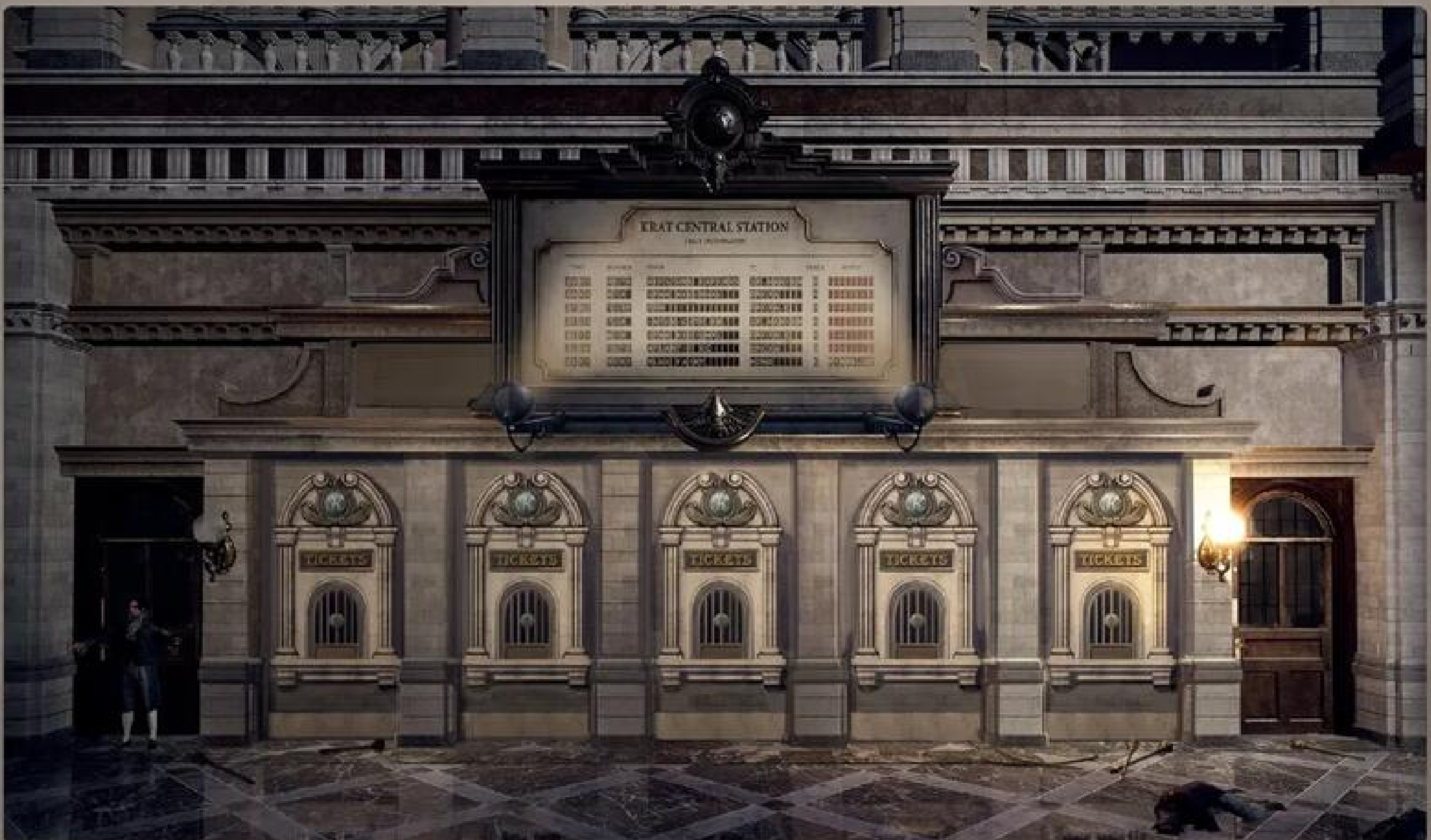
ROOM



KRAT CENTRAL STATION

TRAIN INFORMATION

TIME	NUMBER	TRAIN	TO	TRACK	STATUS
20:05	0070	KEYSTONE EXPRESS	ST.MARIEN	B	CANCELLED
20:40	814	STAR REGIONAL	DACIA	A	CANCELLED
21:05	1230	E36	DACIA	D	CANCELLED
21:23	724	INTER-CITY FR	ST.MARIEN	B	CANCELLED
22:15	810	STAR REGIONAL	DACIA	A	CANCELLED
22:50	1015	ATLANTIC EC	DACIA	D	CANCELLED
23:17	0003	BLUE FAIRY		C	FINAL.ST


KRAT CENTRAL STATION
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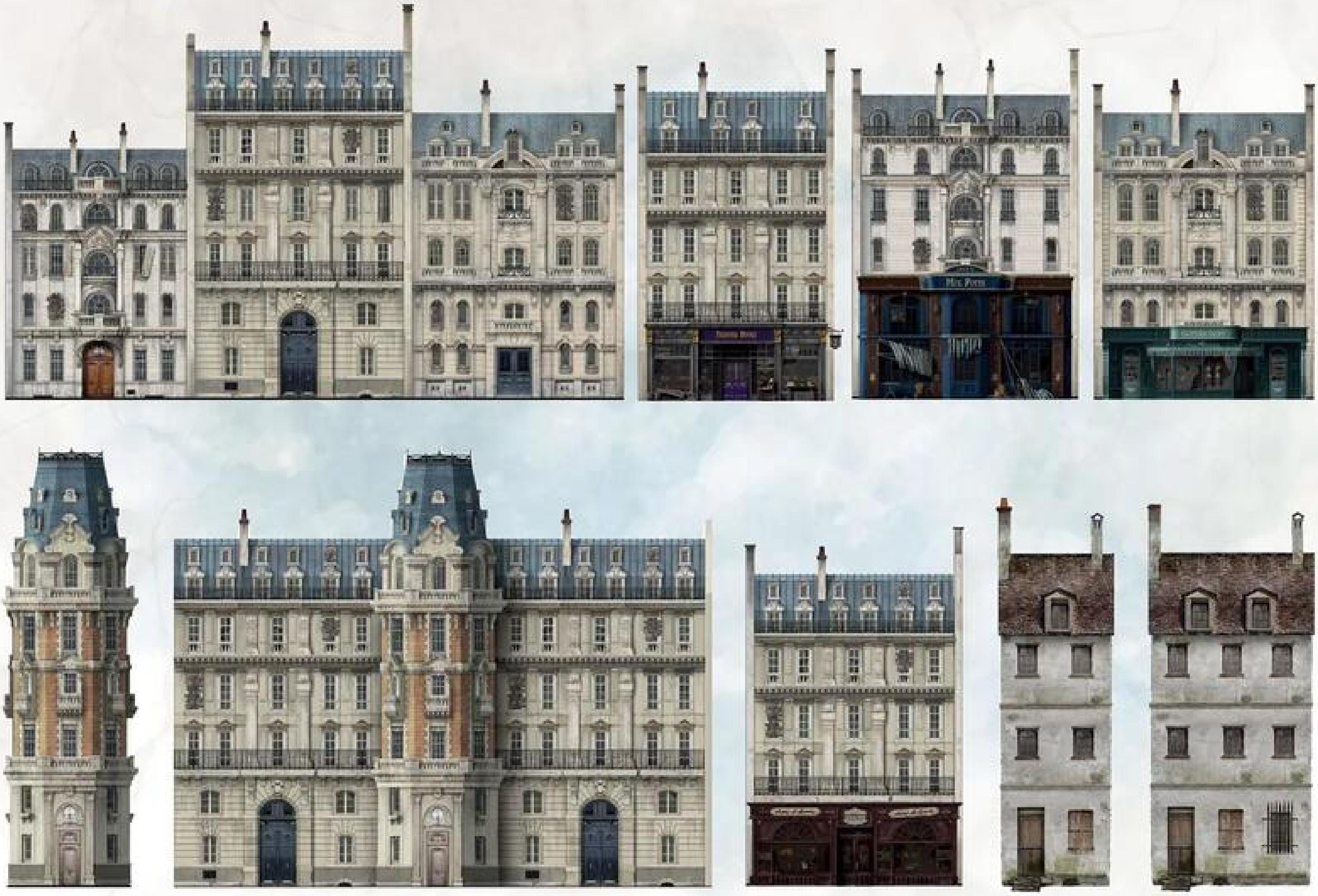
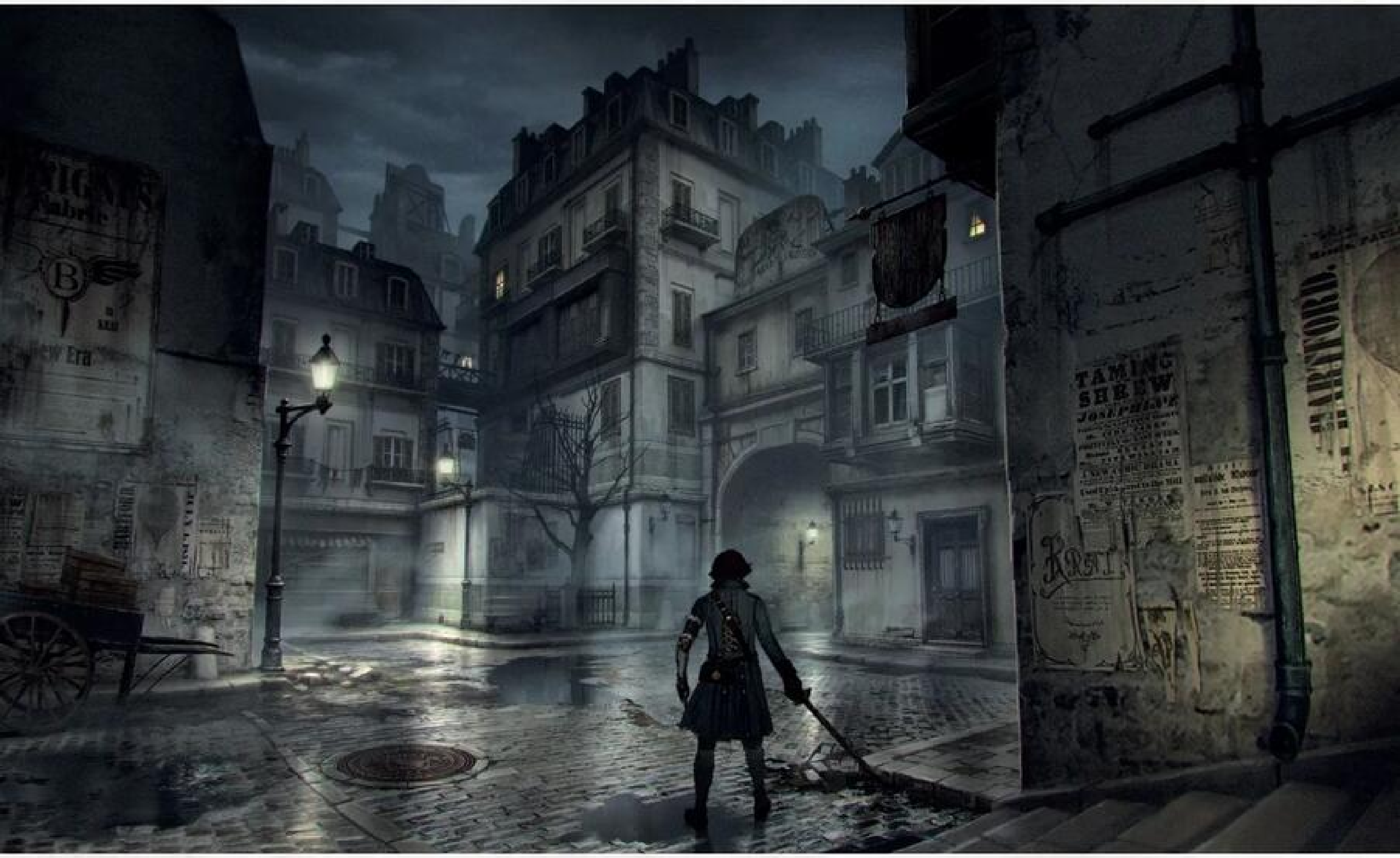
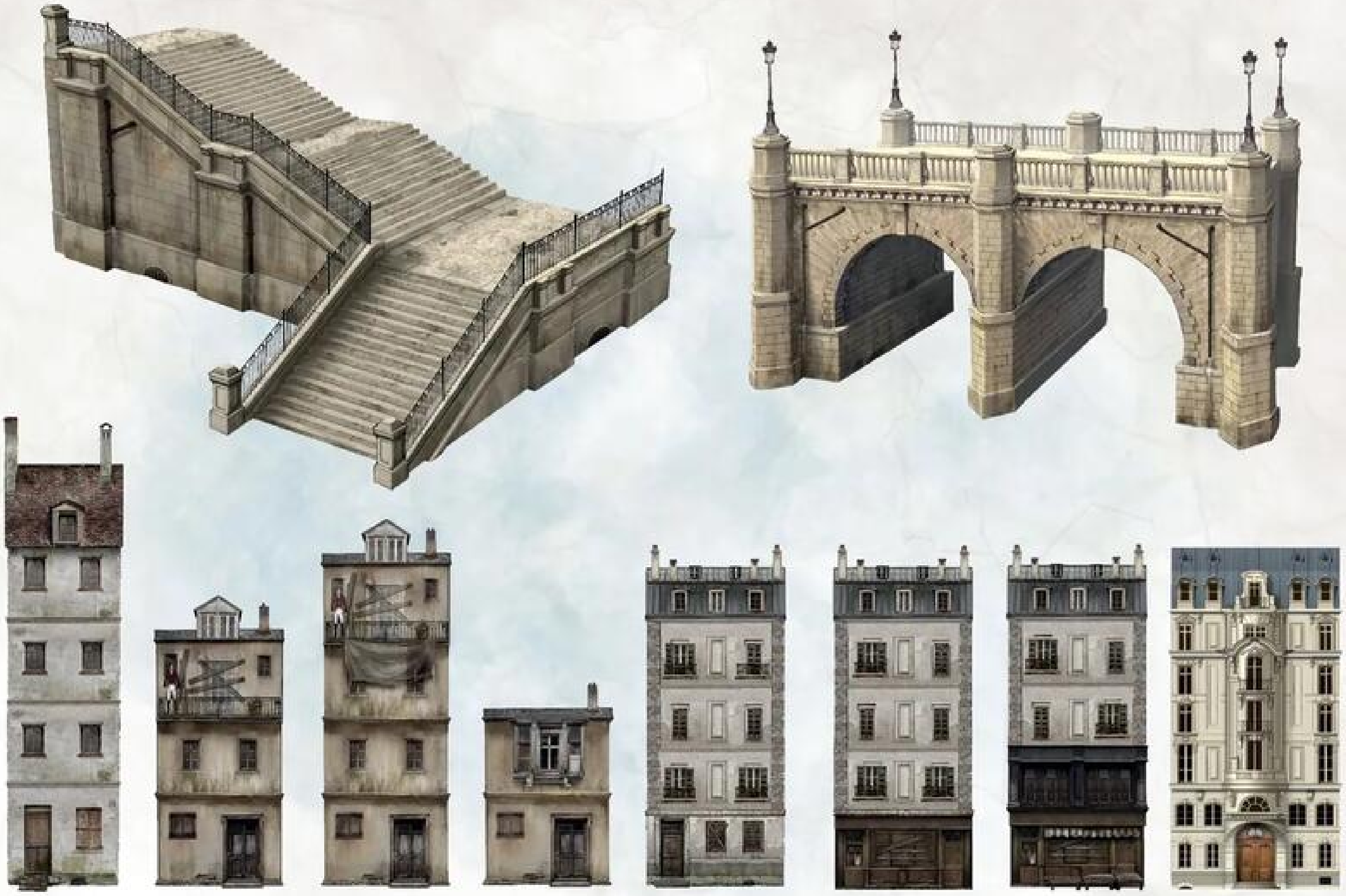
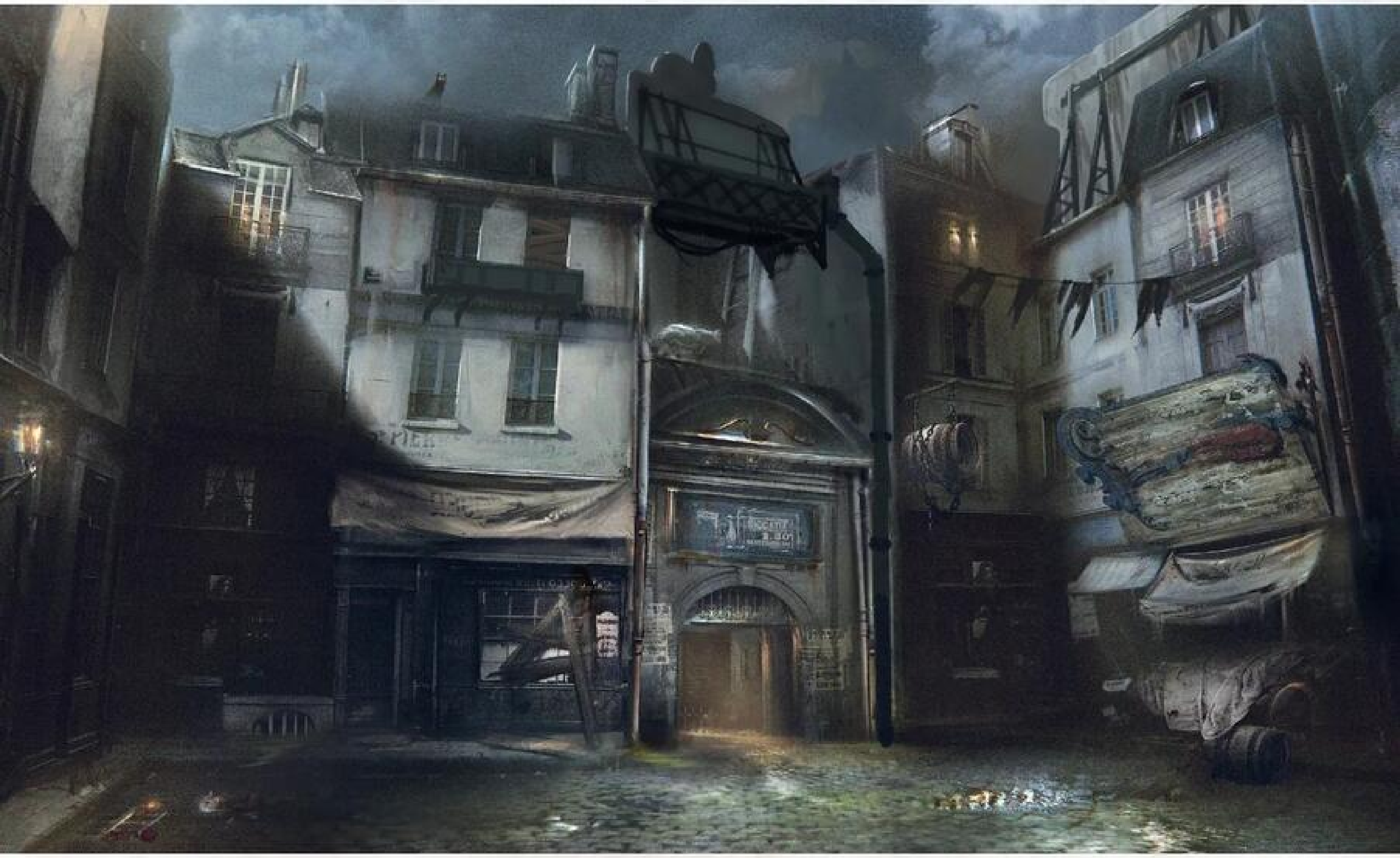
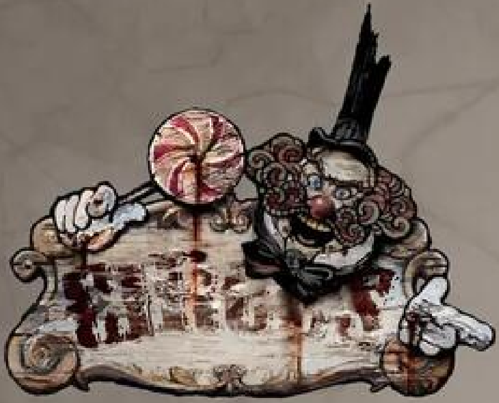
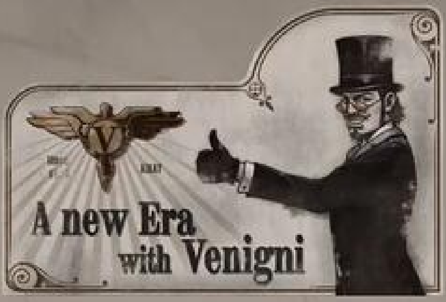



New Era
TAMING SHREW
HARTFORD





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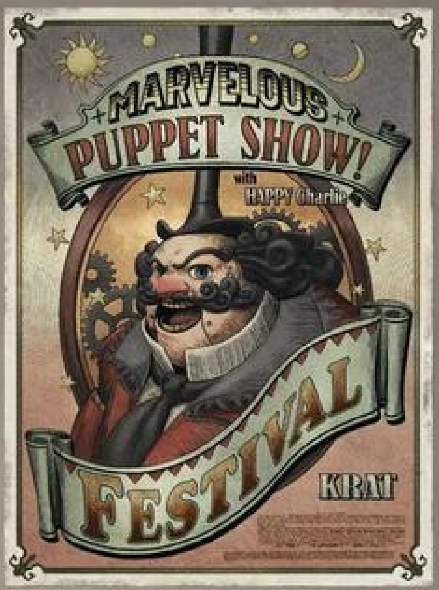
A new Era
with Venigni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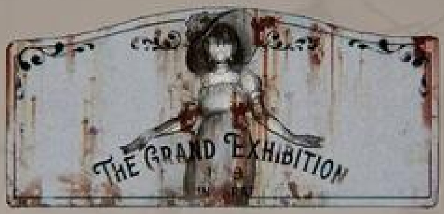
PUPPET SHOW!
with HAPPY Charlie
FESTIVAL
KRAT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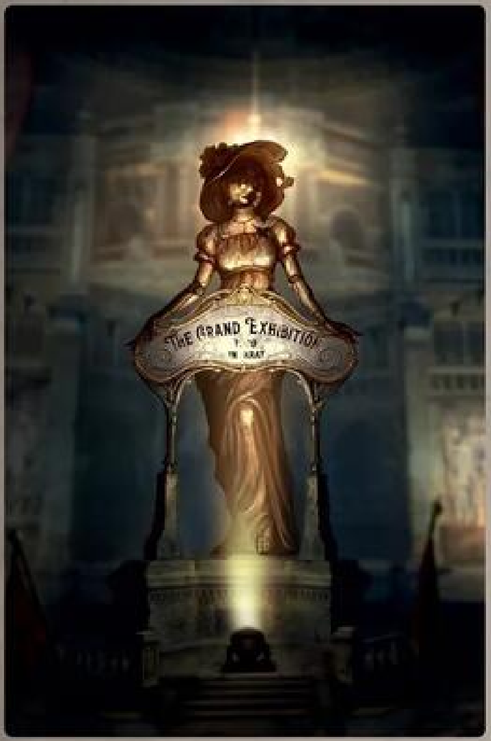
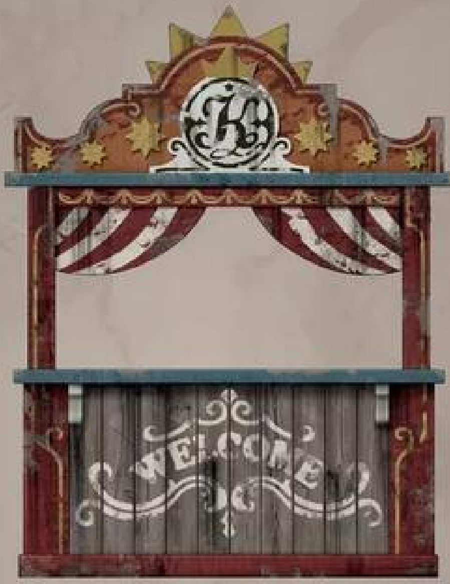

THE GRAND EXHIBITION
IN KRAT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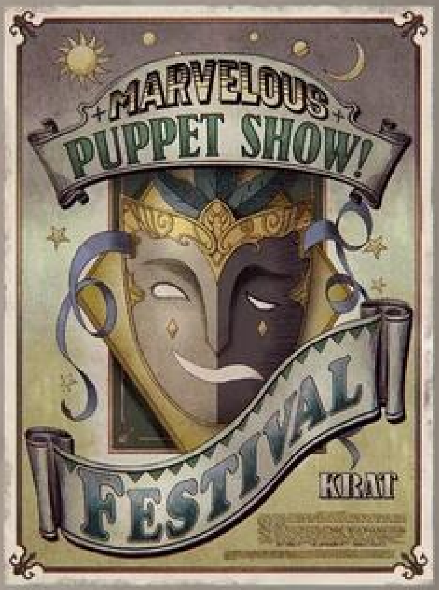
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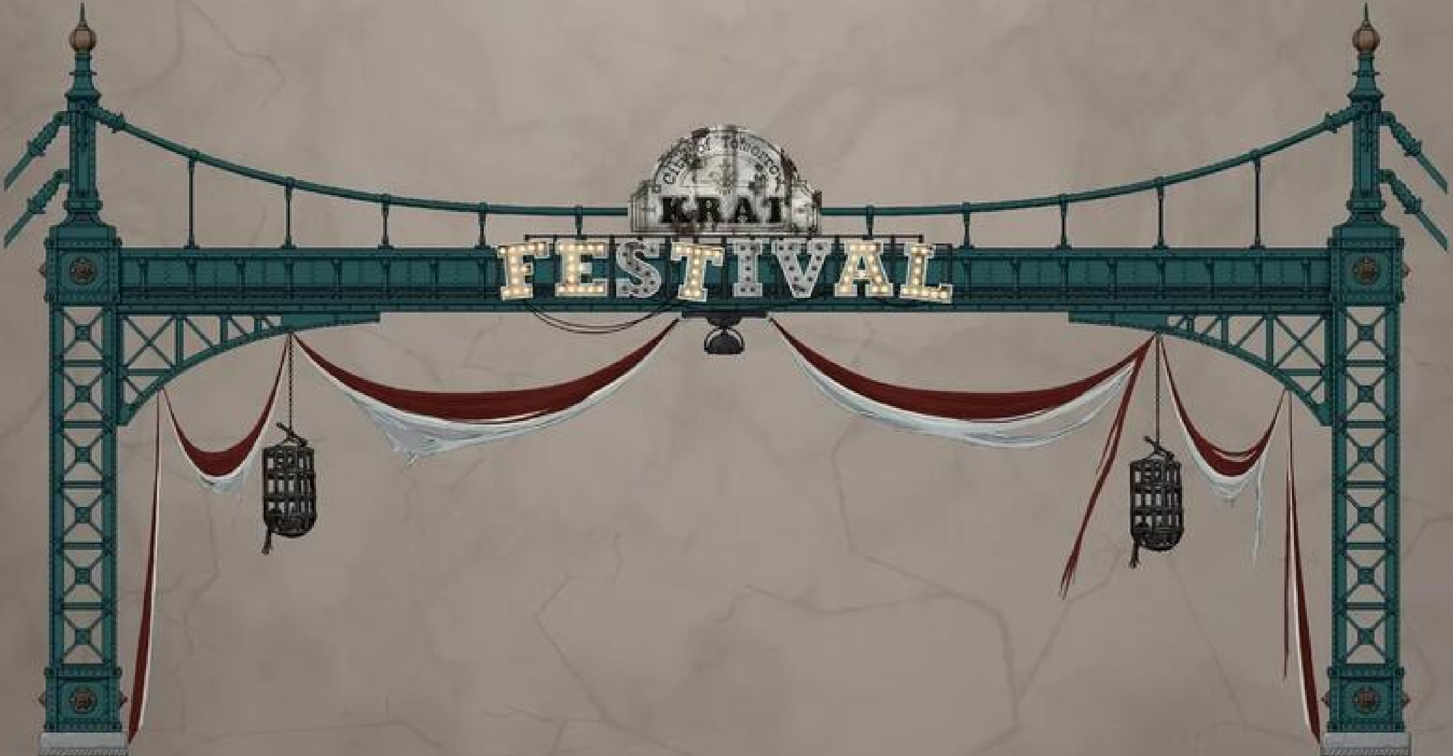
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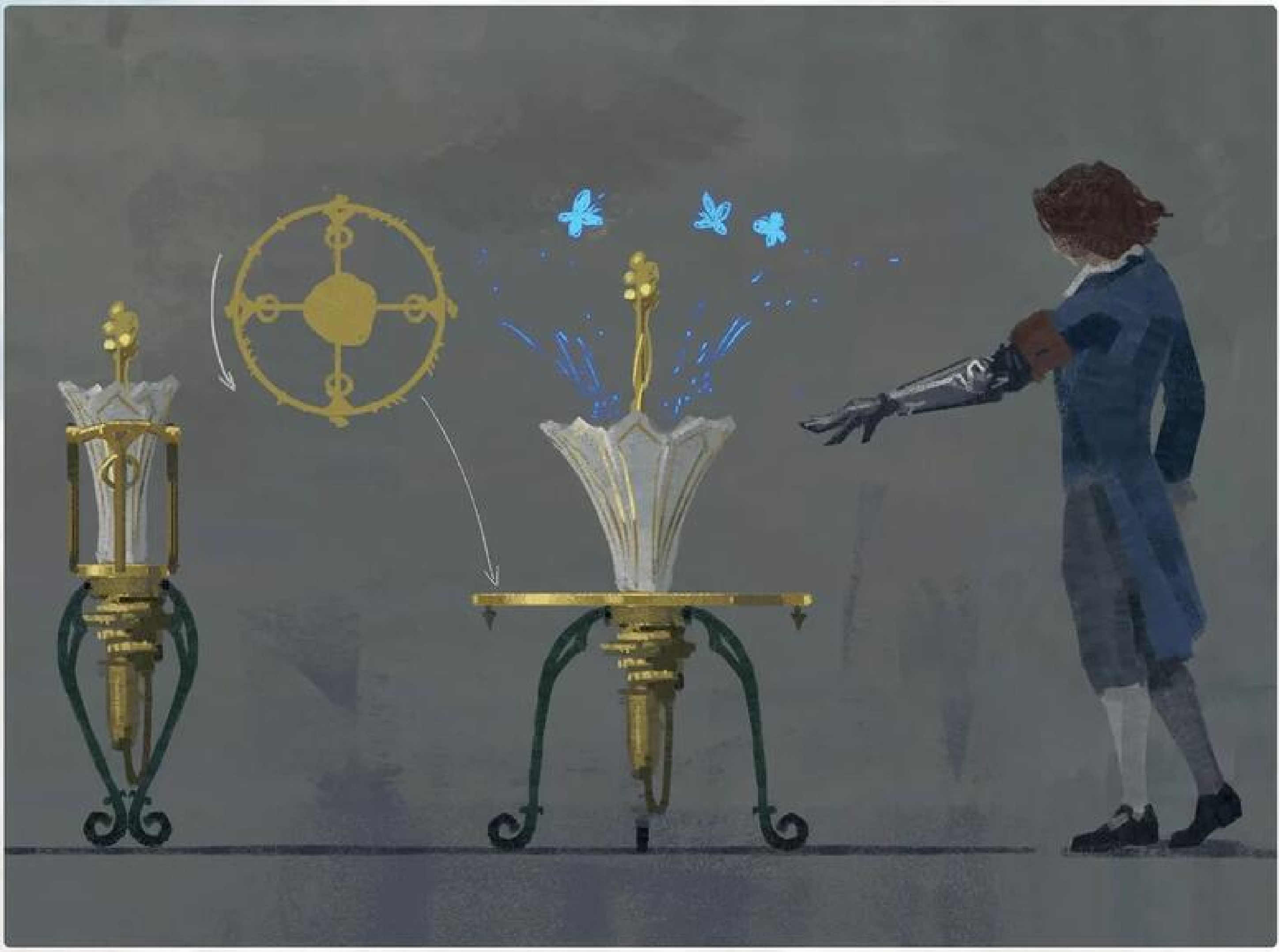

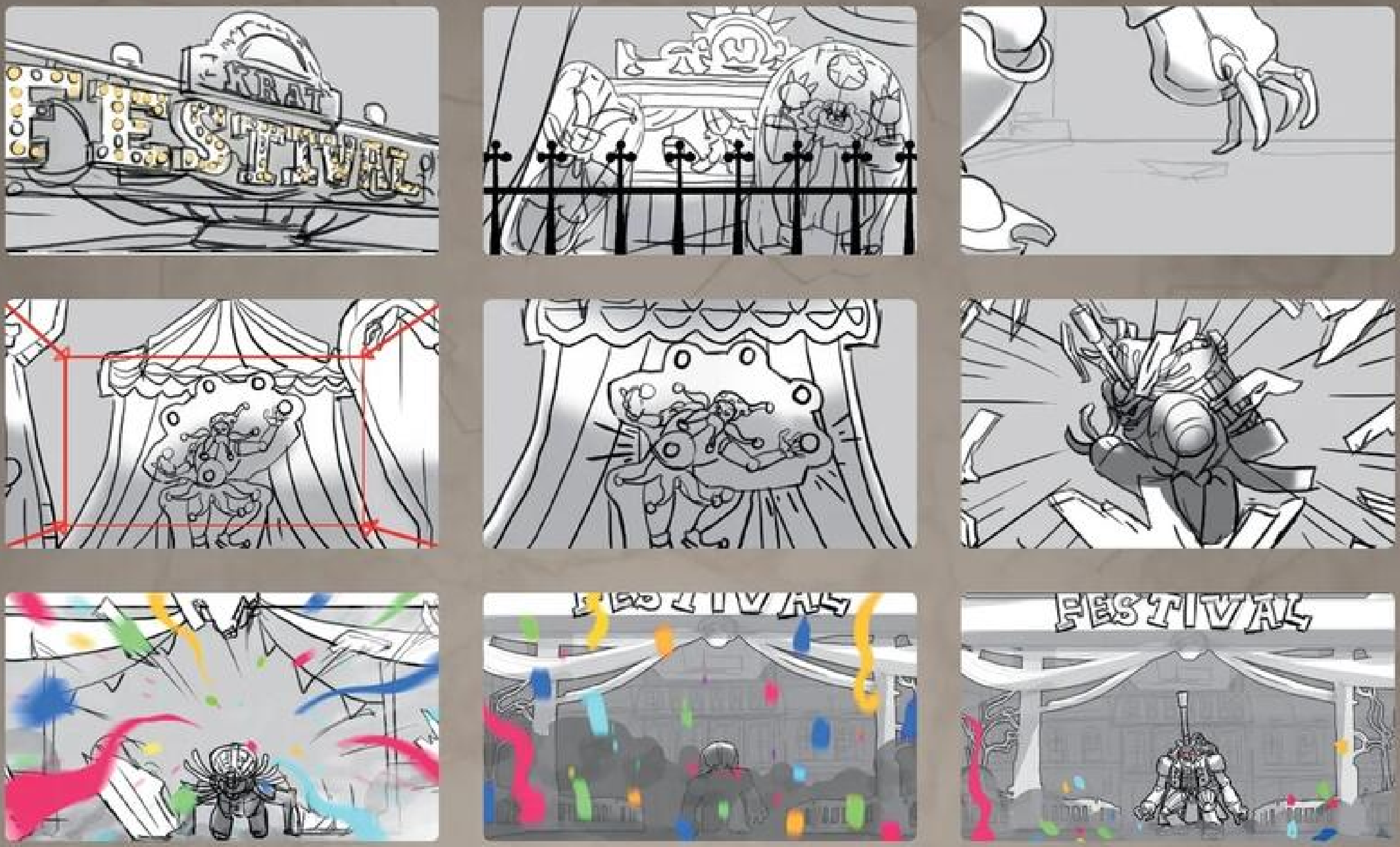
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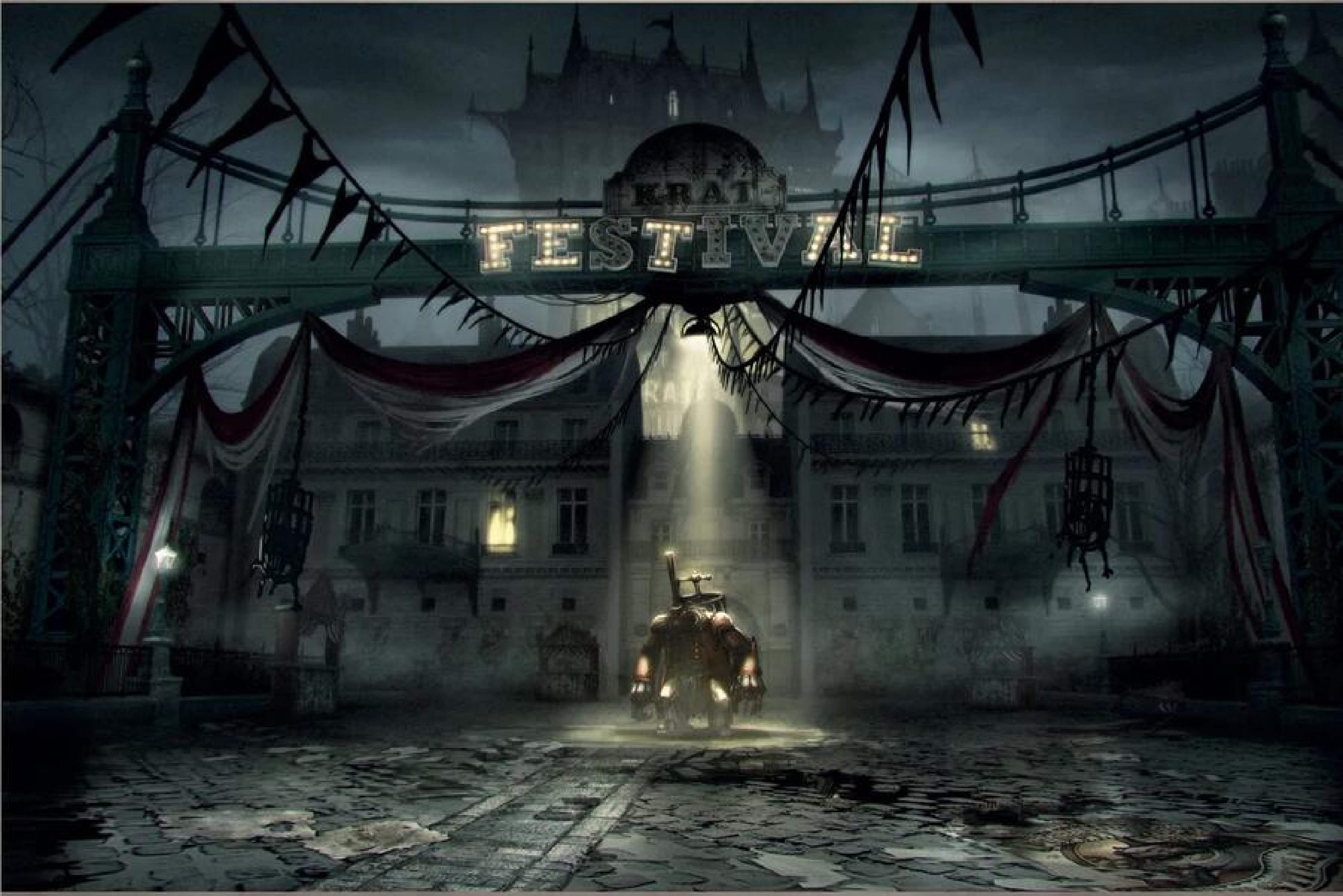
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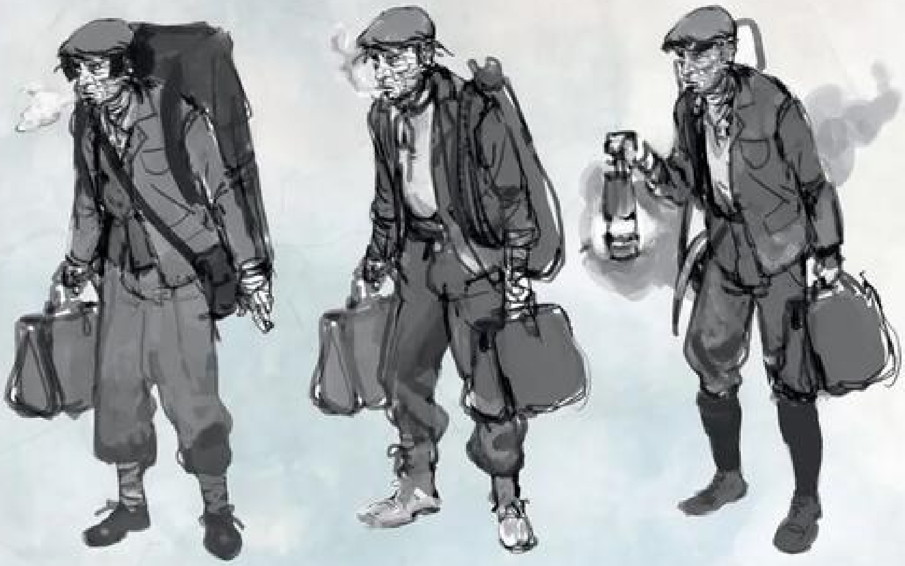
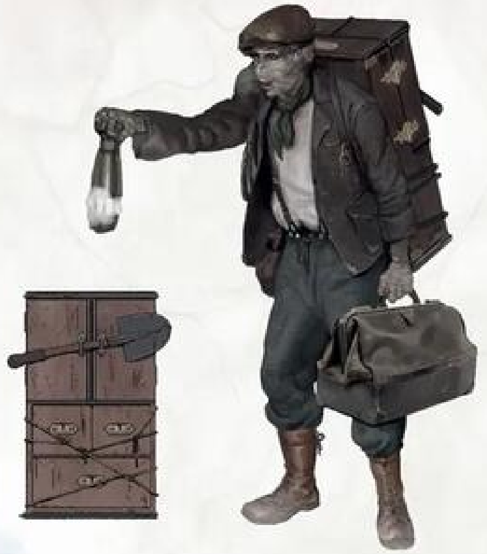
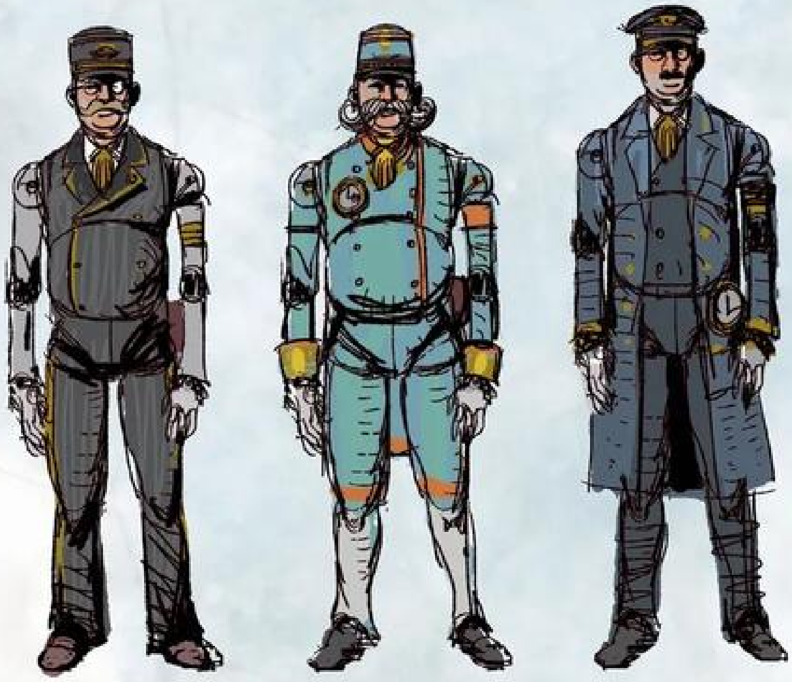
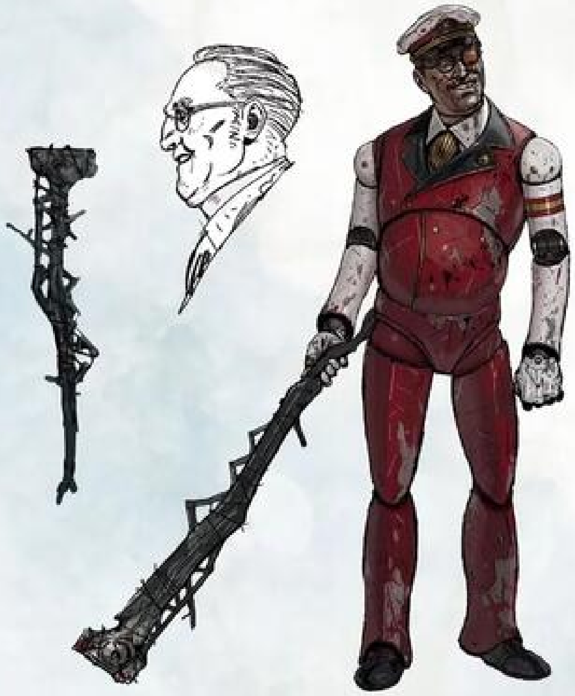
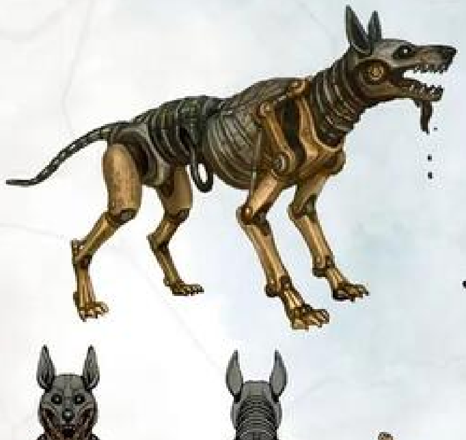
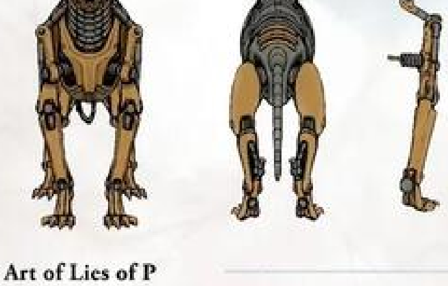


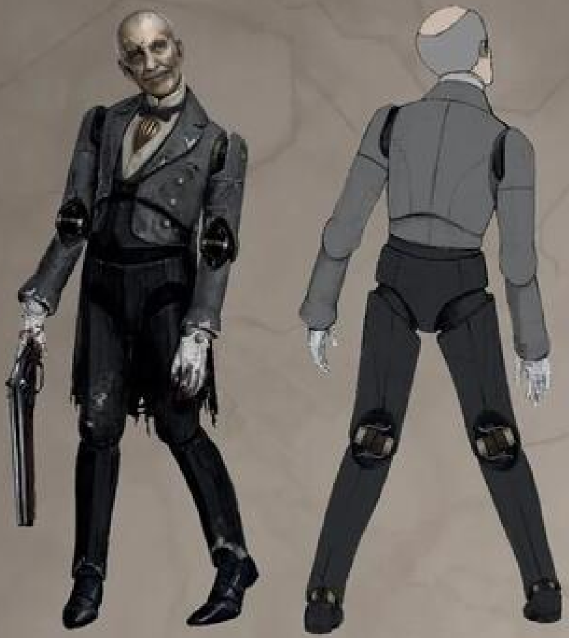


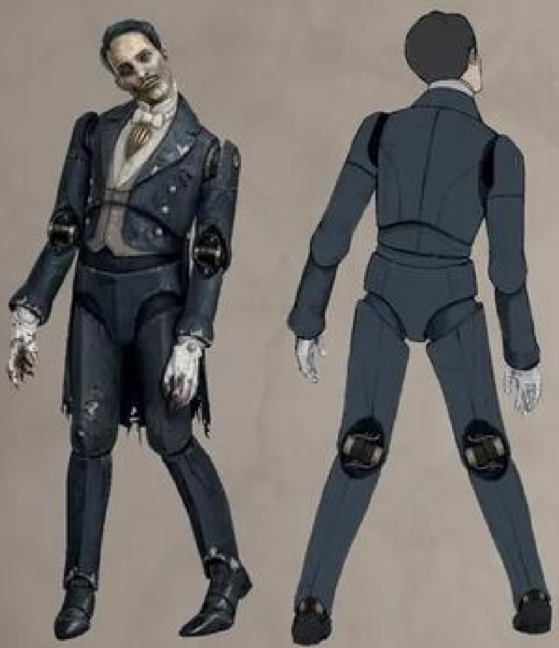


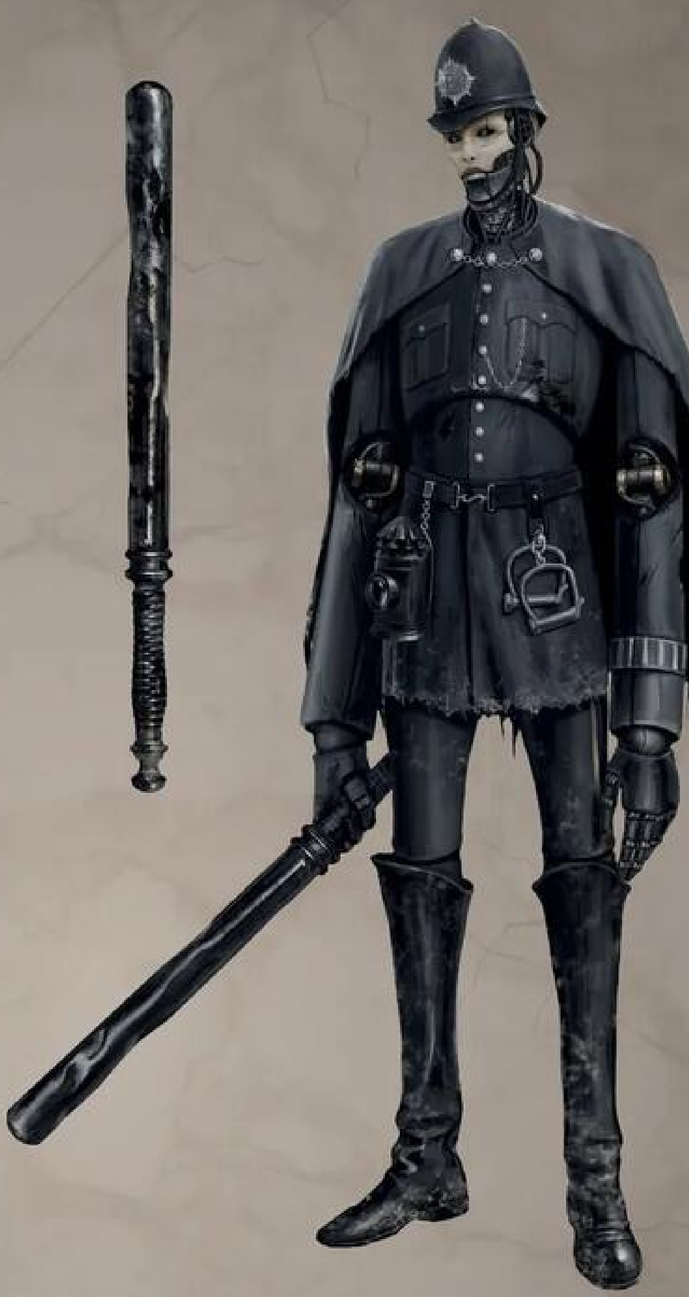






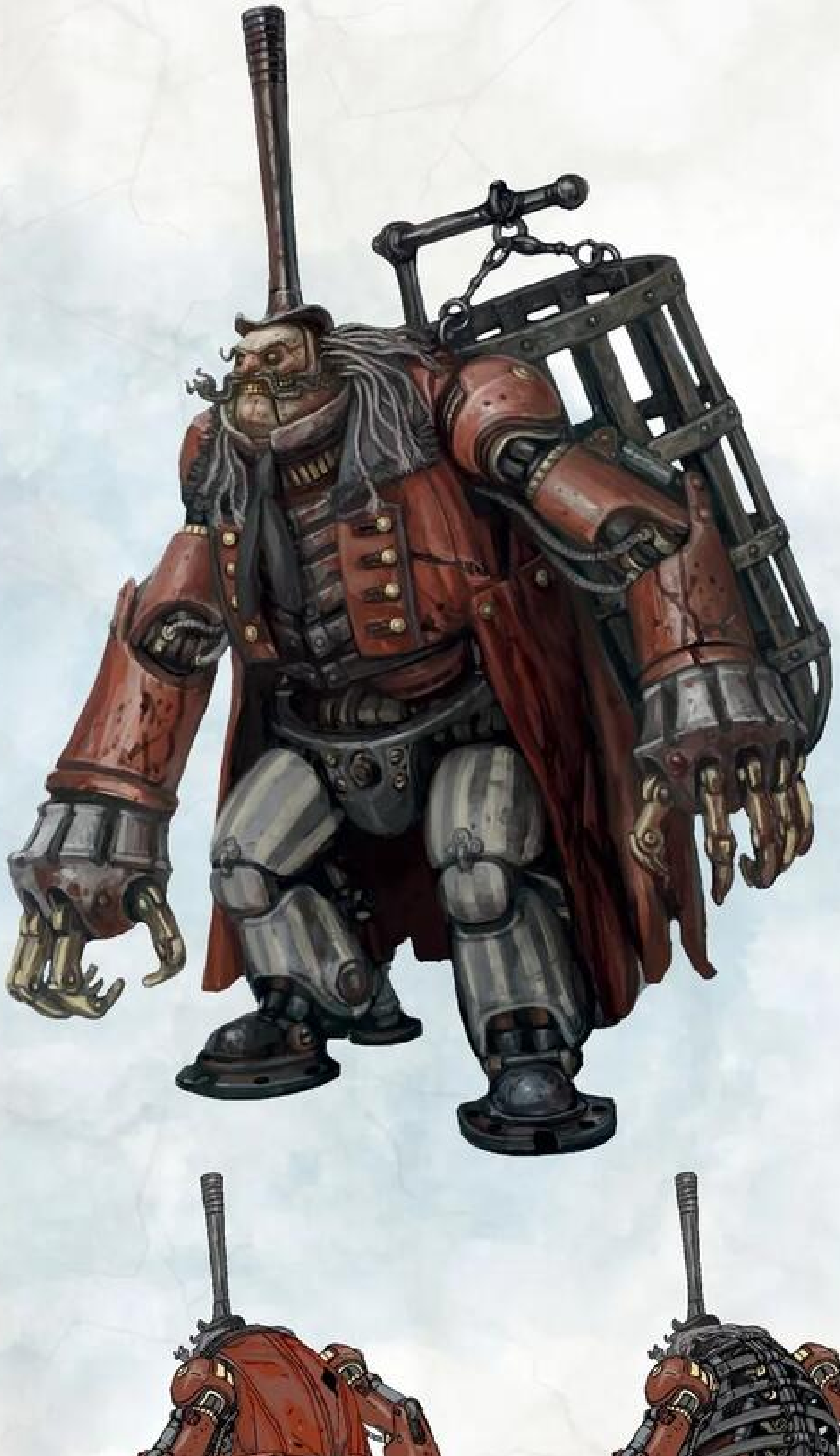


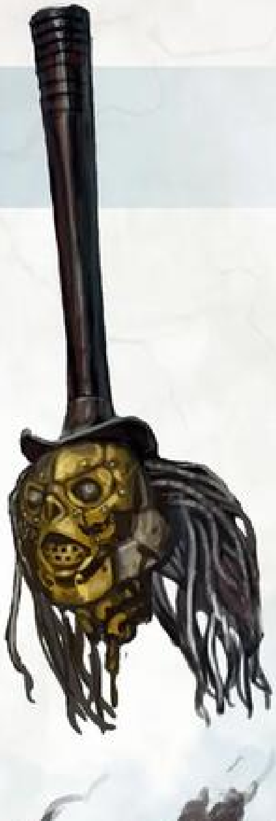


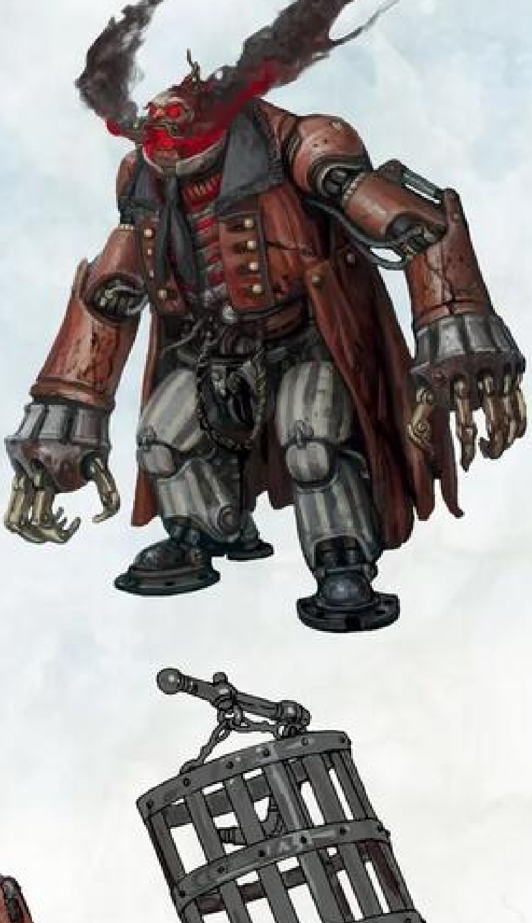


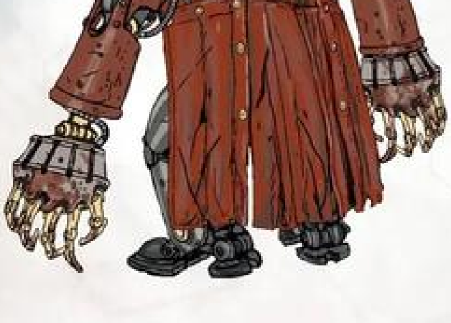
STOP

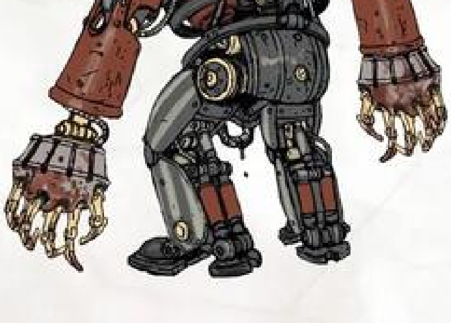
PARADE MASTER

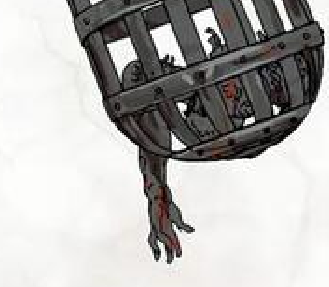


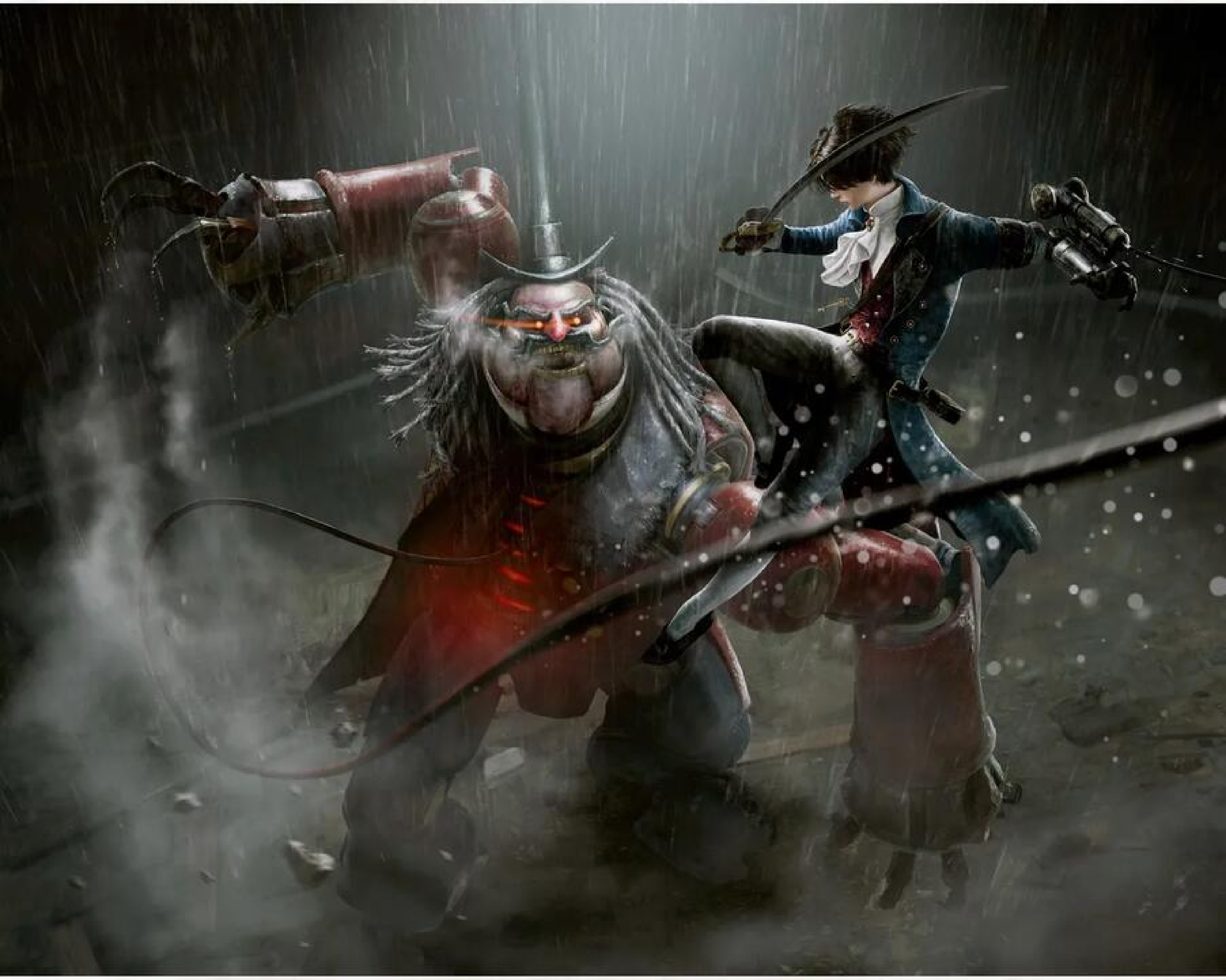












Chapter 2

HOTEL KRAT

Hotel Krat warmly opens its doors to the weary that seek a safe haven from the roads of the fallen city.

Visitors are greeted by the hotel cat, Spring, who casually roams around the place while a soothing melody flows from a gramophone exemplifying art nouveau style.

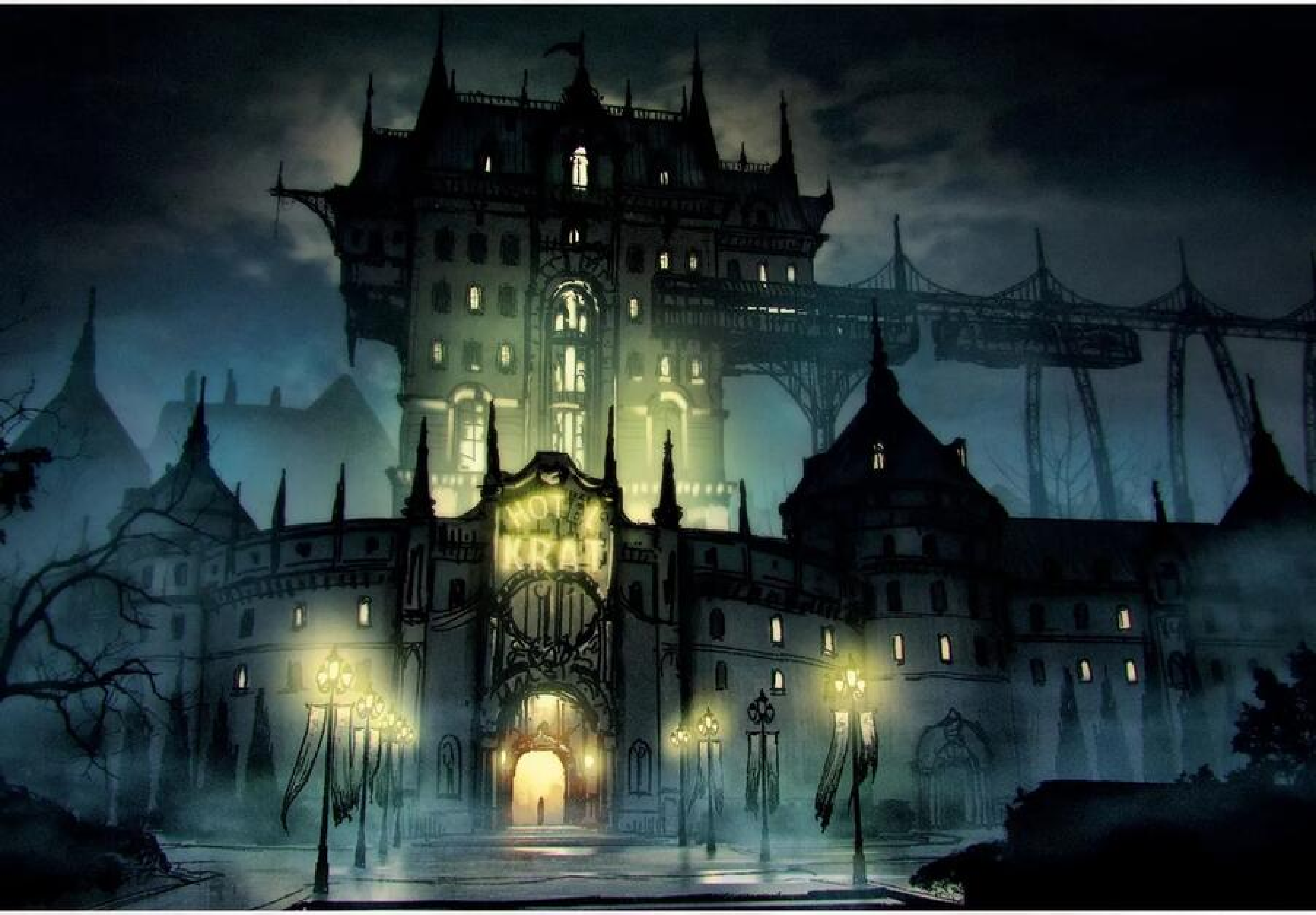
A new Legion Arm, handed to you by the engineer Eugénie, also awaits. Will it be a gift that cuts the strings of fate—or just something that further entangles your destiny?

Meet the new residents and listen to their stories. From the character design to the clothes, the accessories, and the distinctive spaces they occupy, each and every factor adds to the personalities of our beloved characters.

In spite of all else, one can always feel the exquisiteness that runs through the hotel, which no doubt is due to the influence of its owner, Antonia, who calmly holds down the fort with dignity.

Always welcoming with her benevolent smile, Sophia adds elegance to the place, but in her dress that resembles a cocoon, she also gives the impression of a butterfly waiting to soar through the air on blue wings.

The giant Stargazer in the center of the lobby highlights how vital the hotel is and also the cutting-edge technology that Krat possesses. But there are places where even the warm lights of the Stargazer can't reach. What are the secrets of Hotel Krat kept in the dusky corners?



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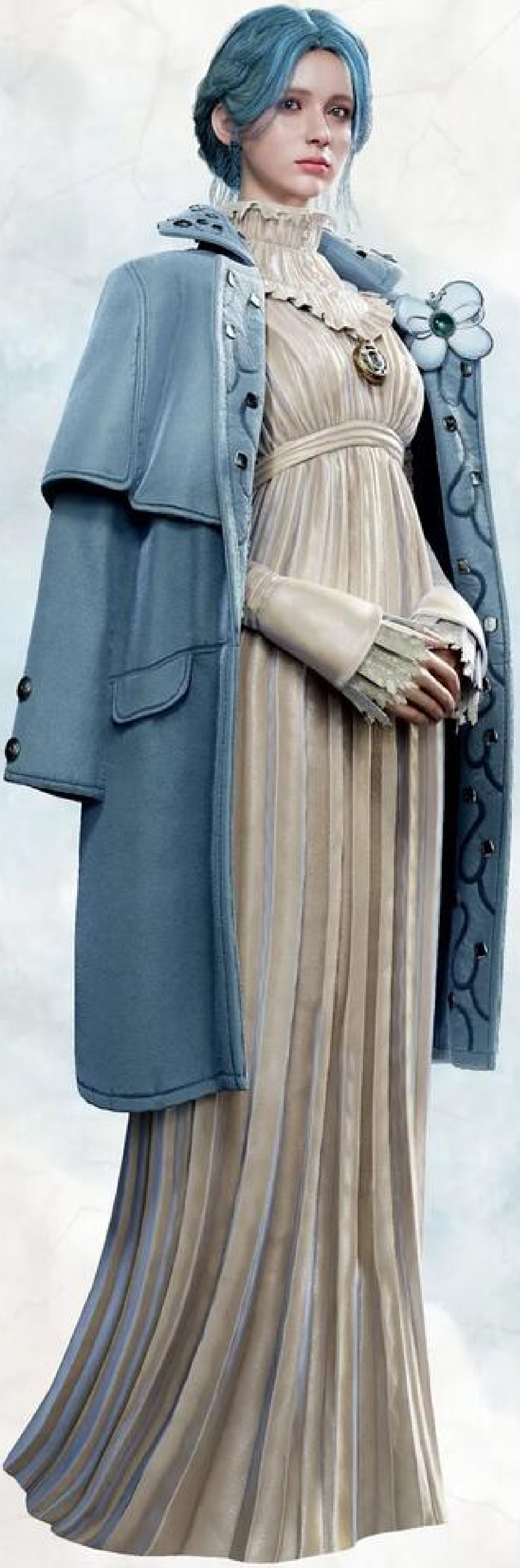

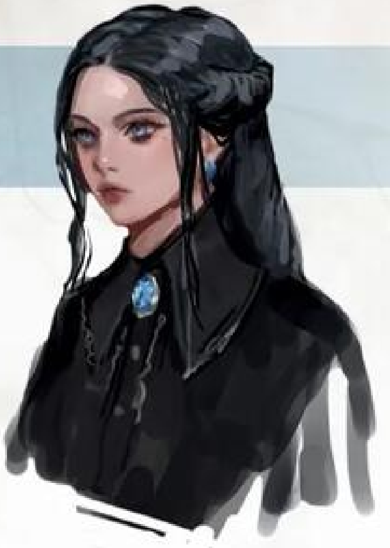

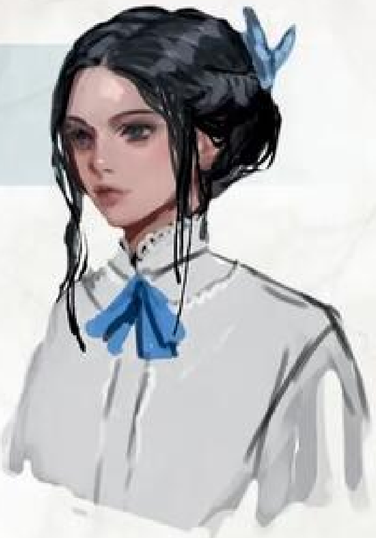

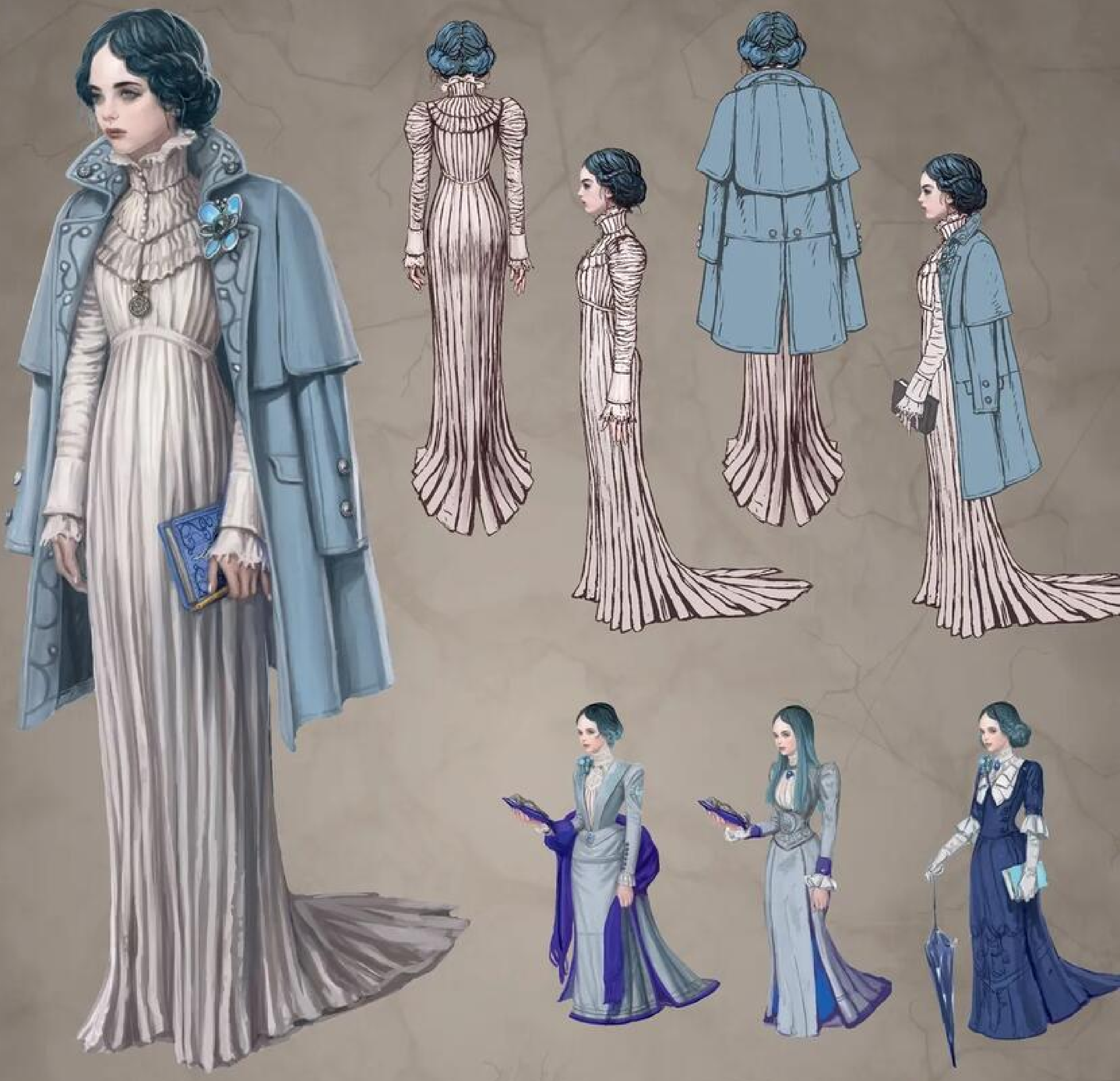

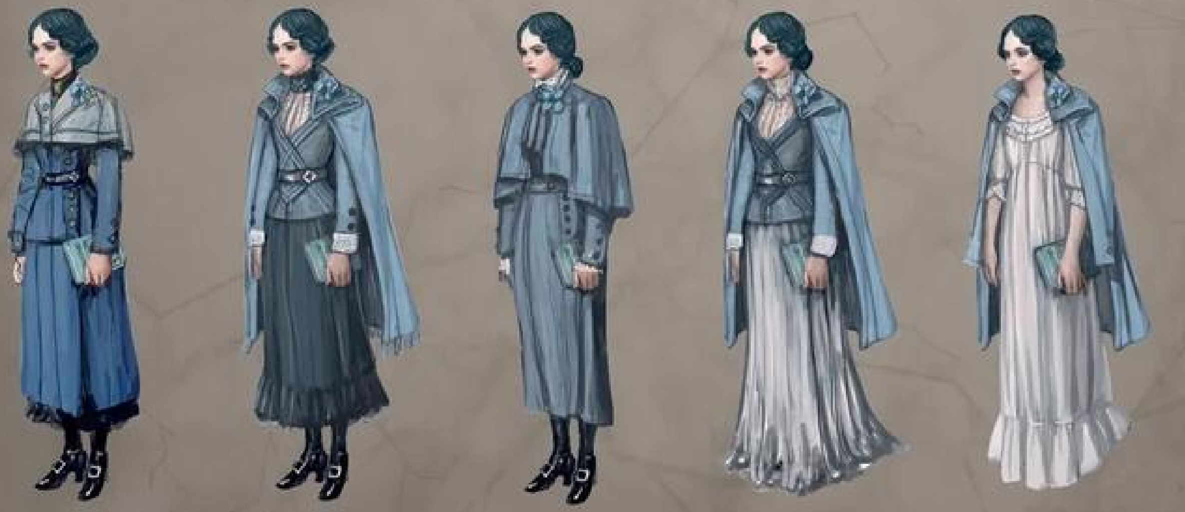

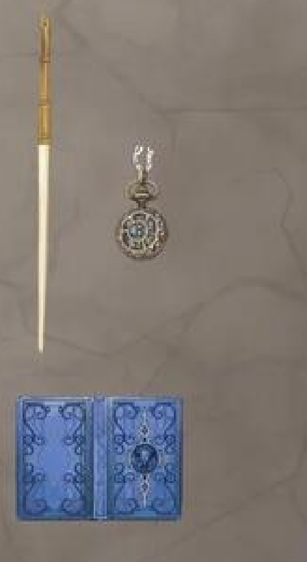

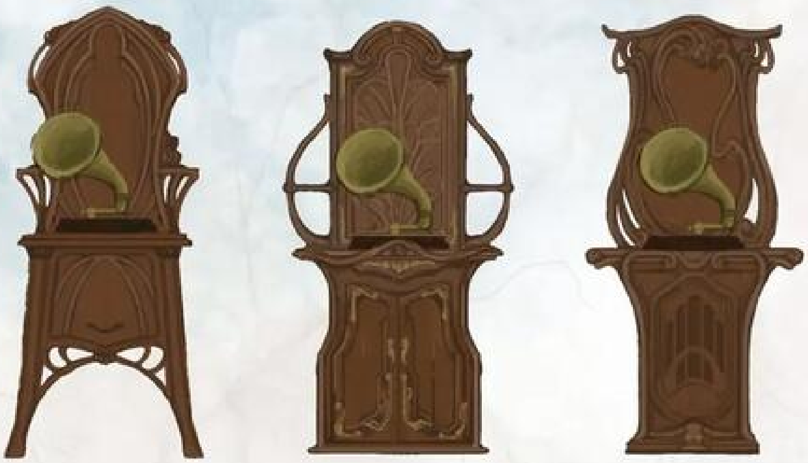

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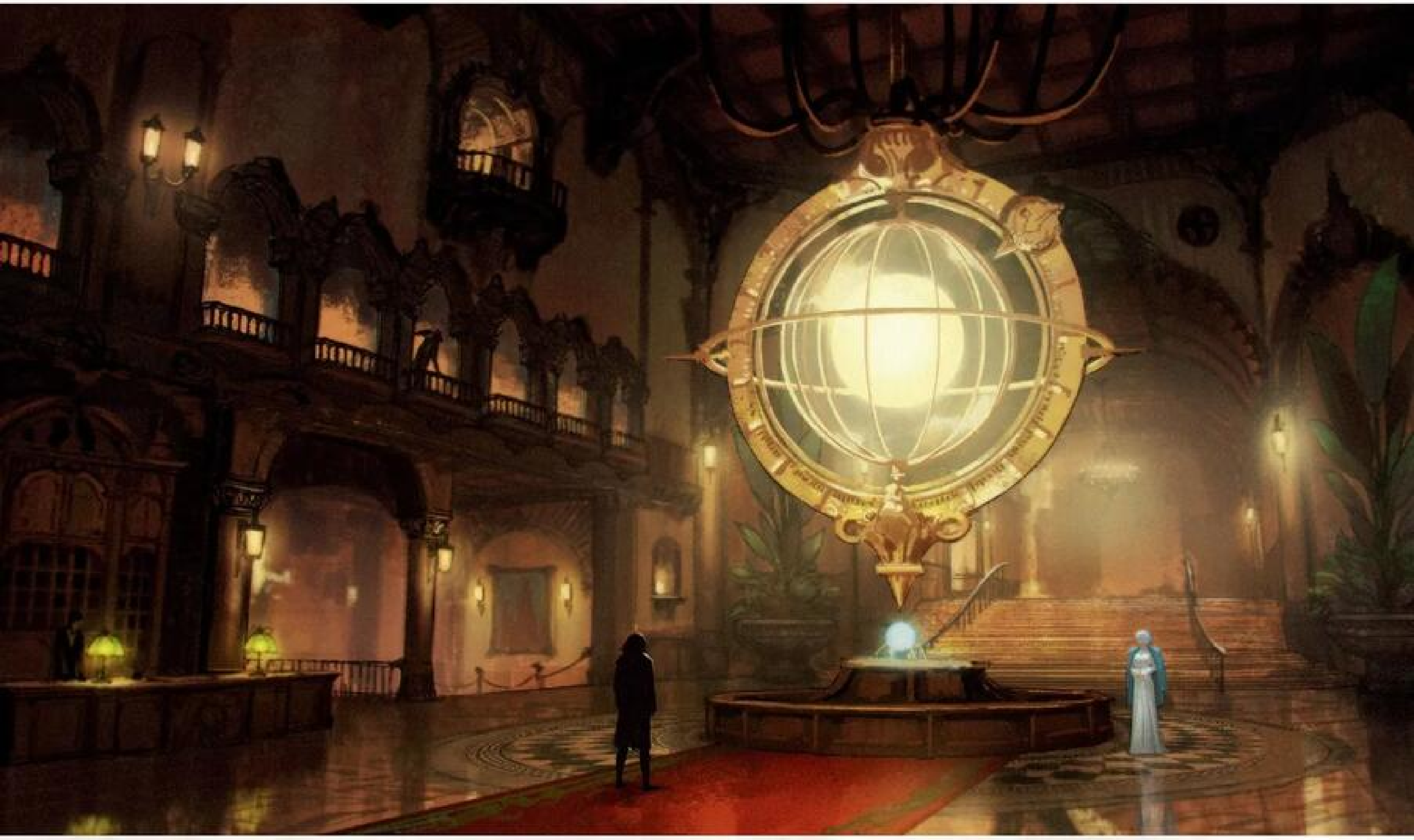

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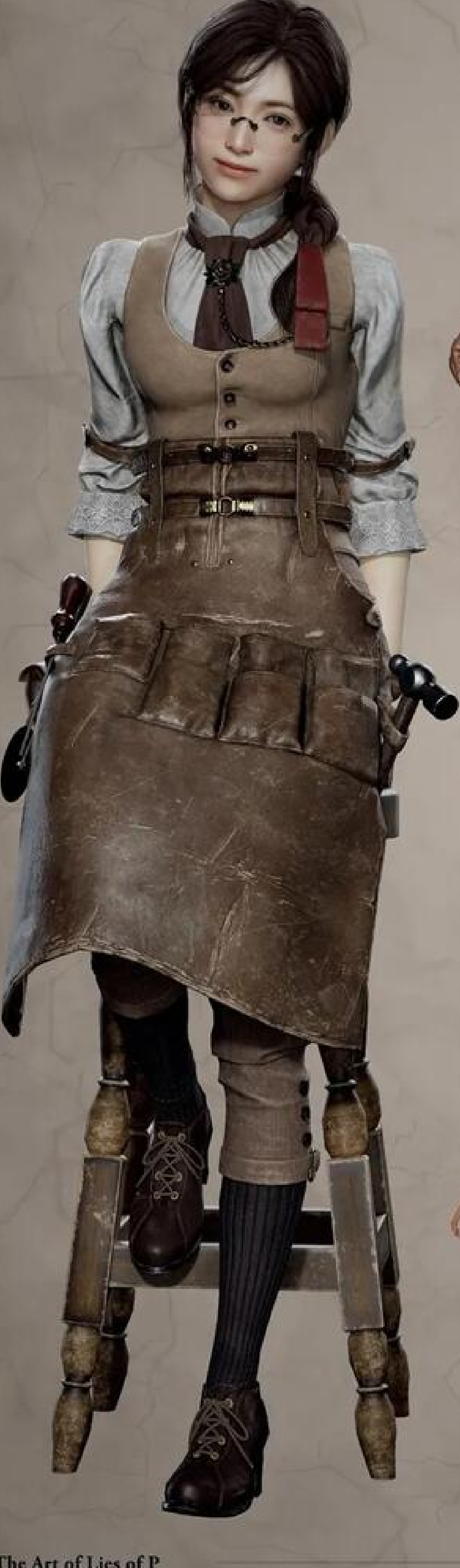

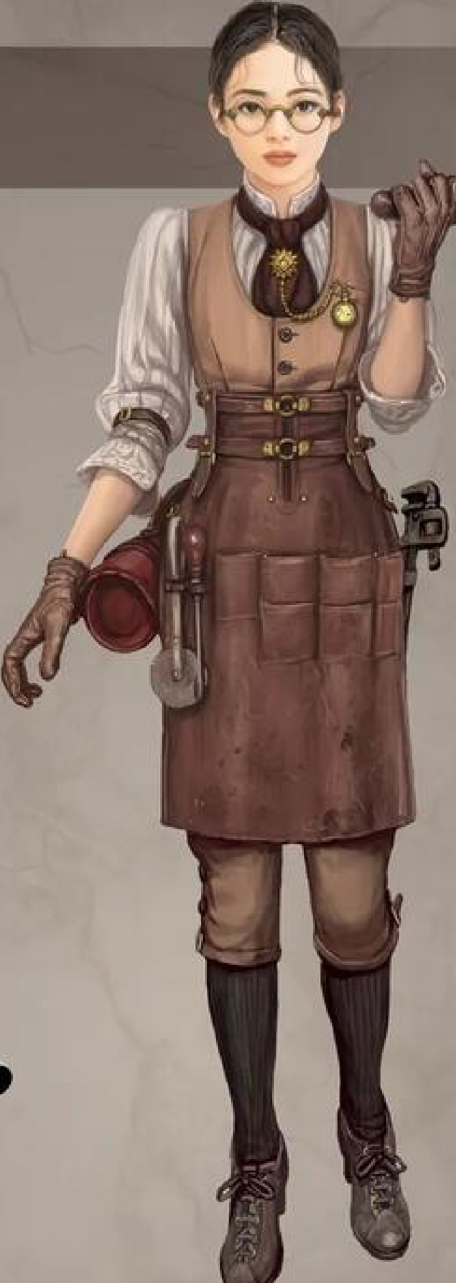

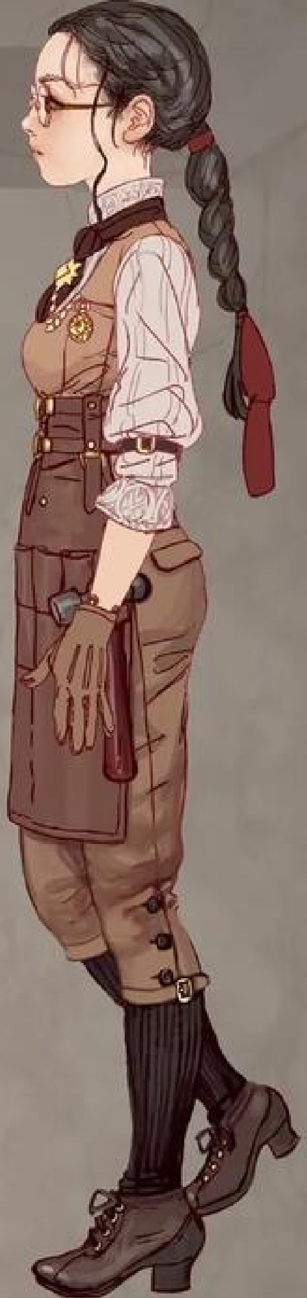

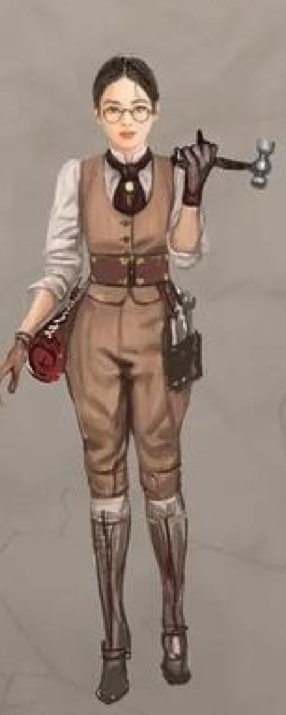

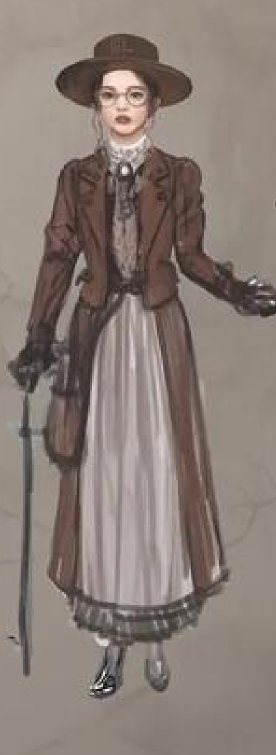

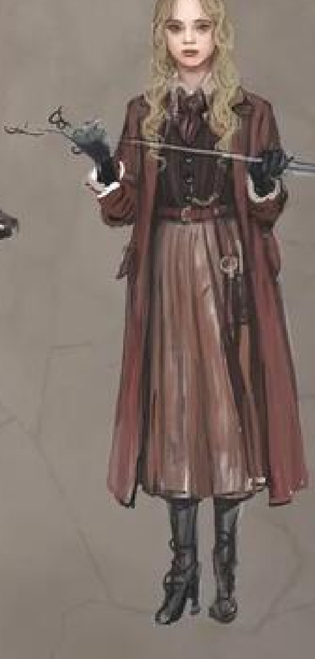

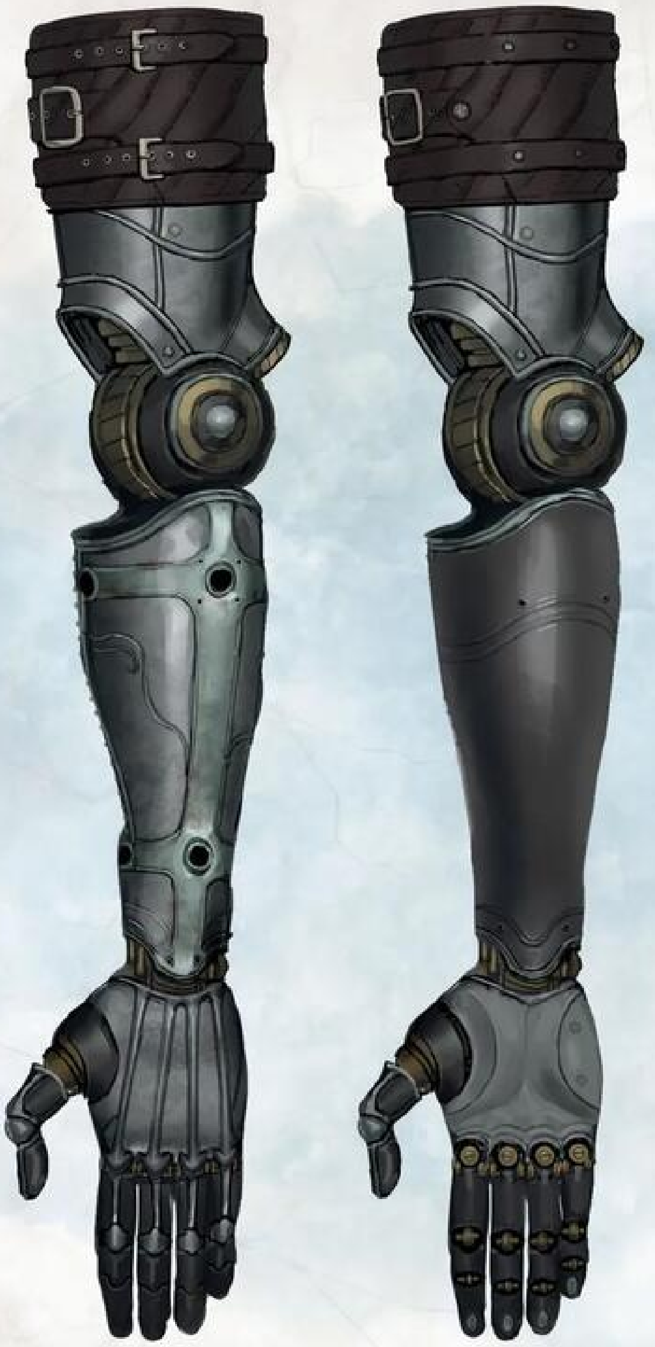

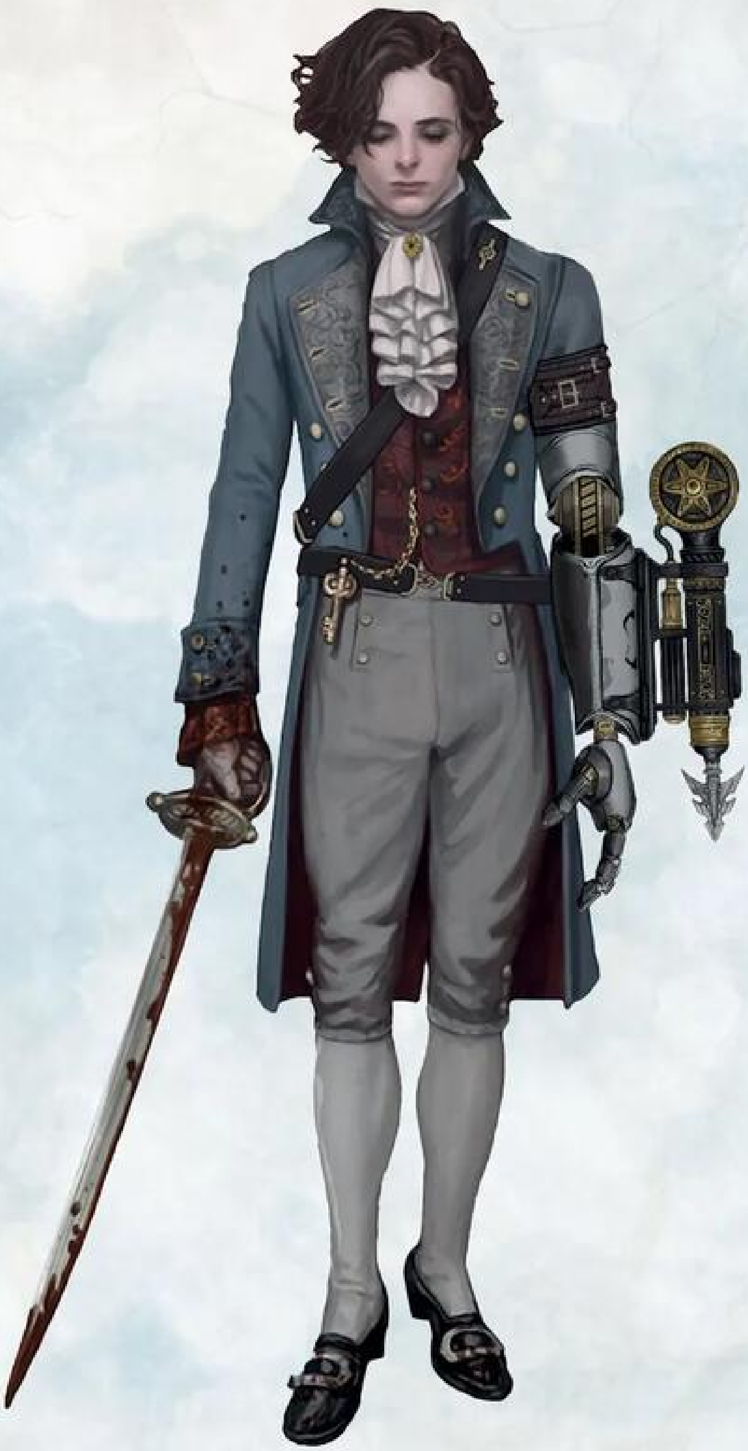

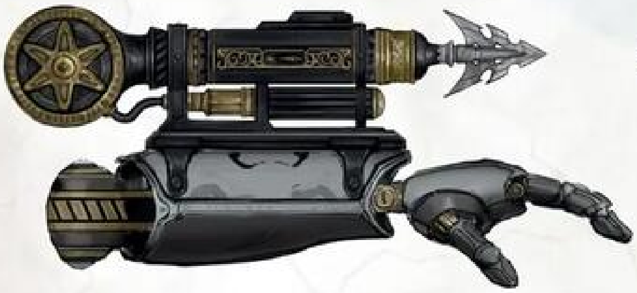

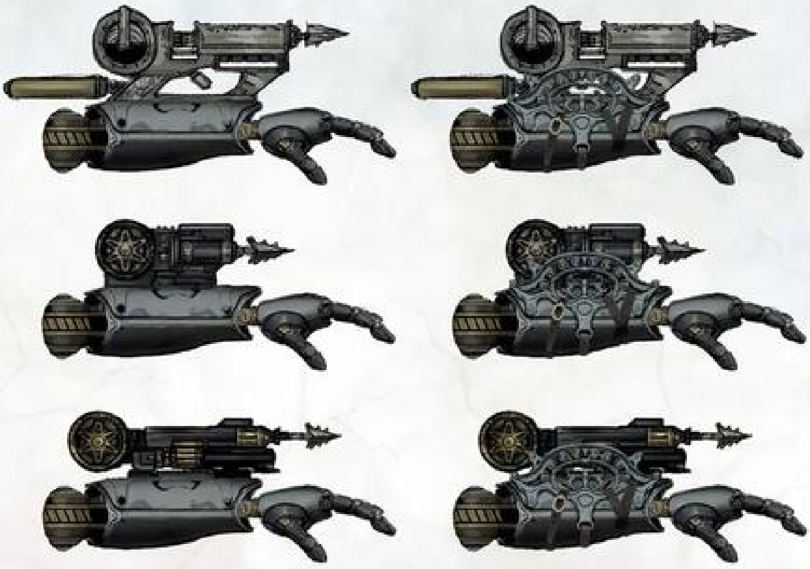

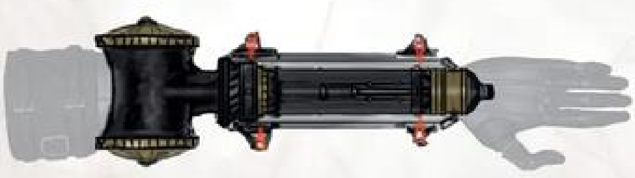

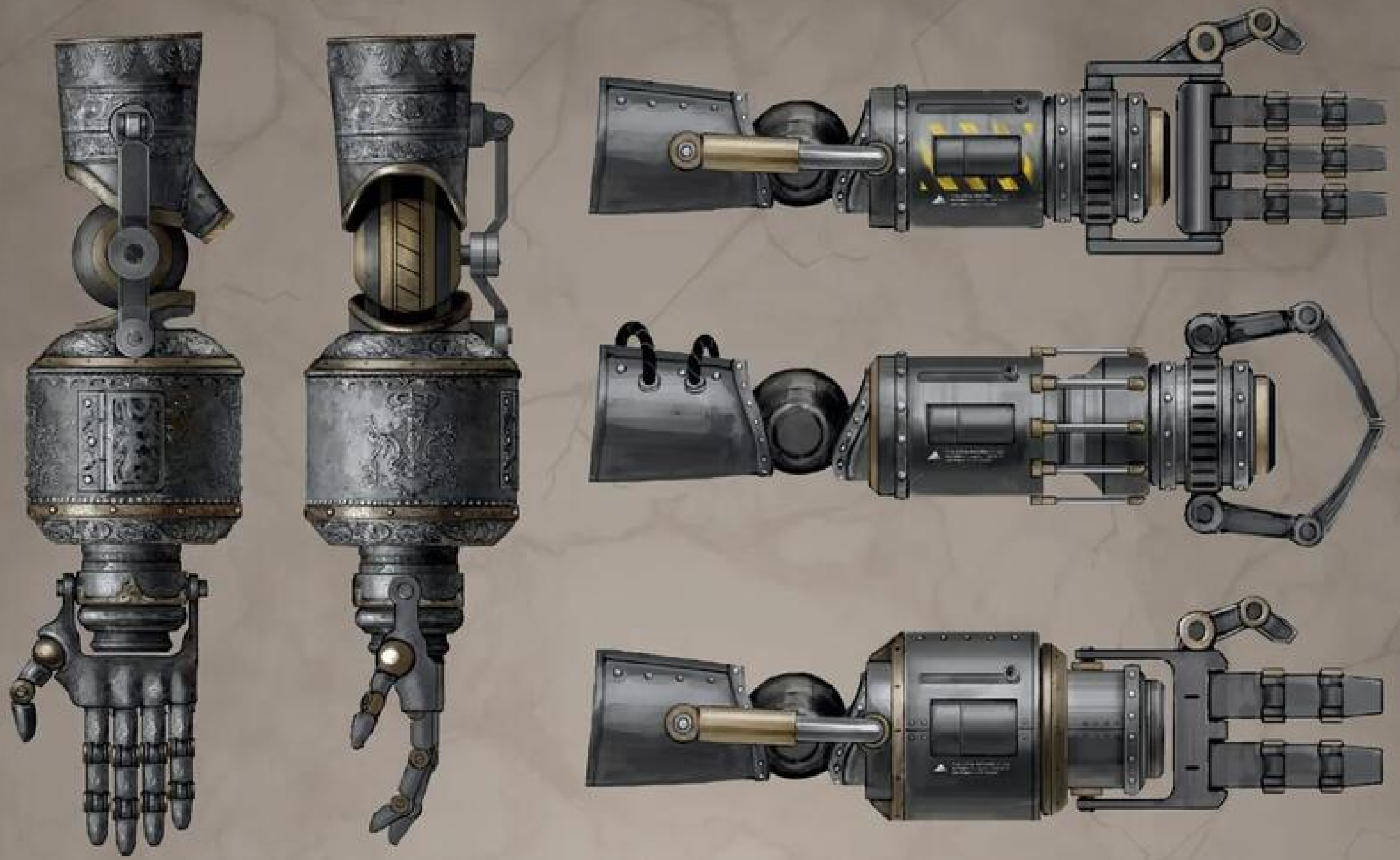

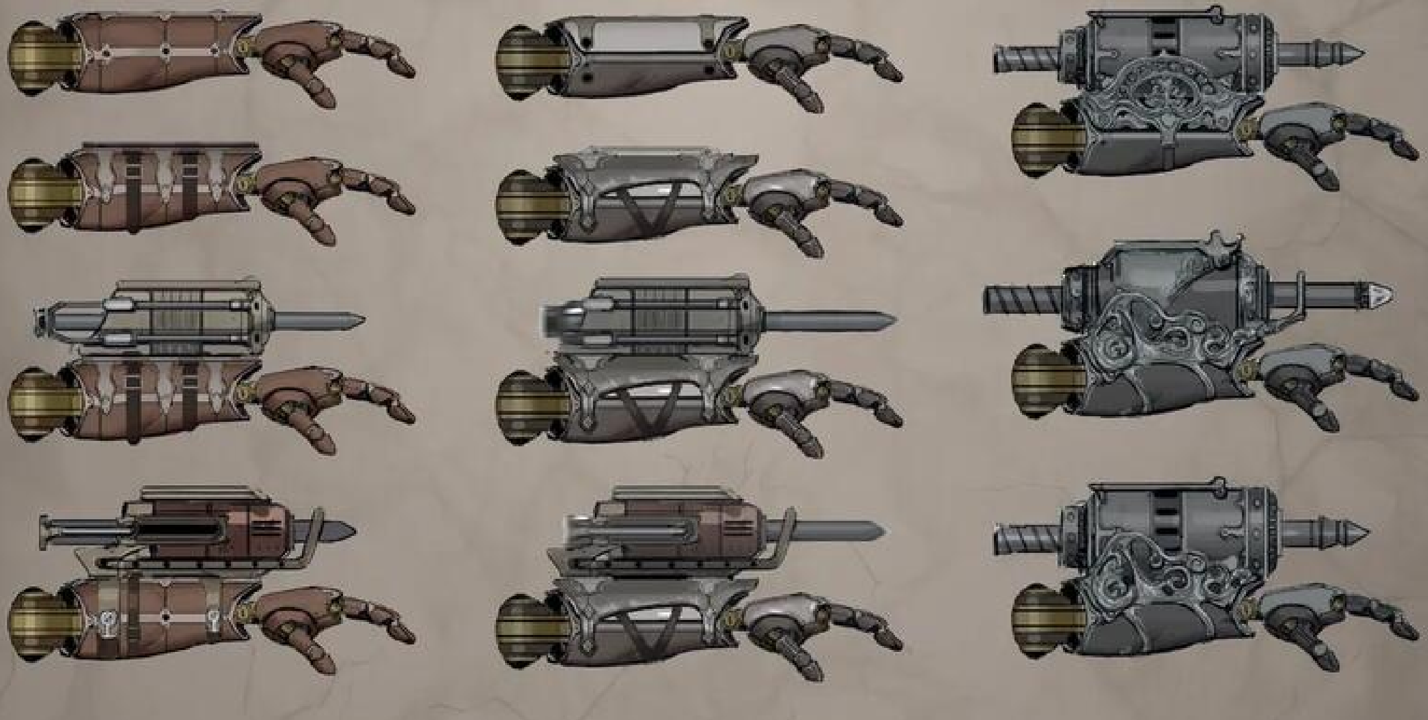

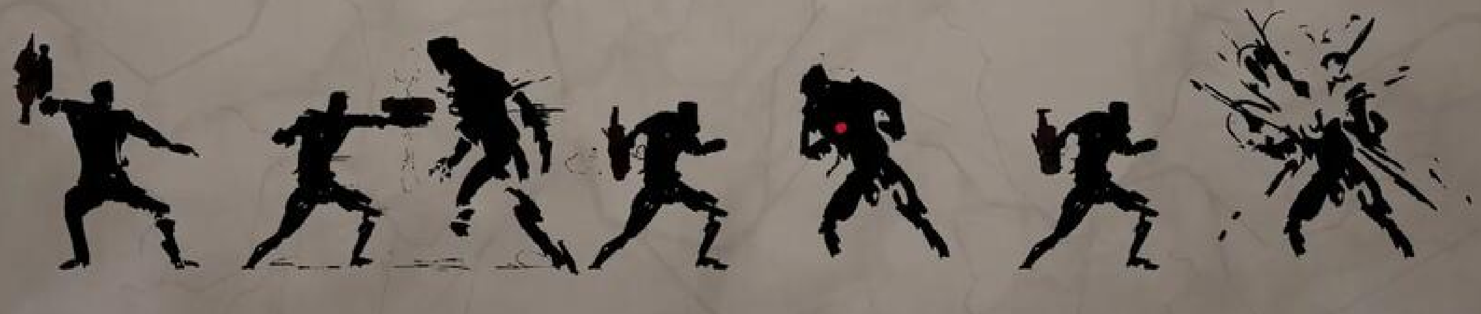

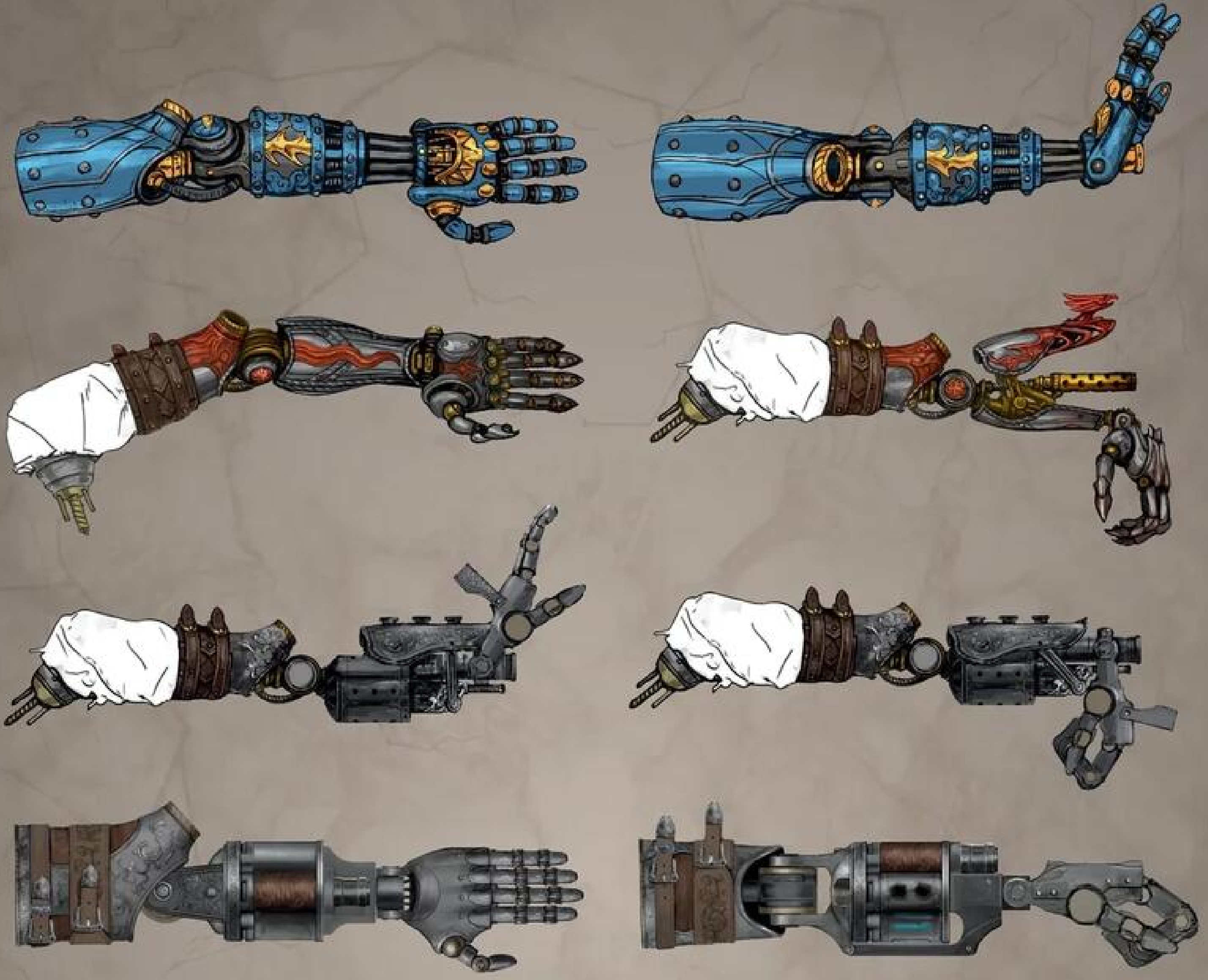

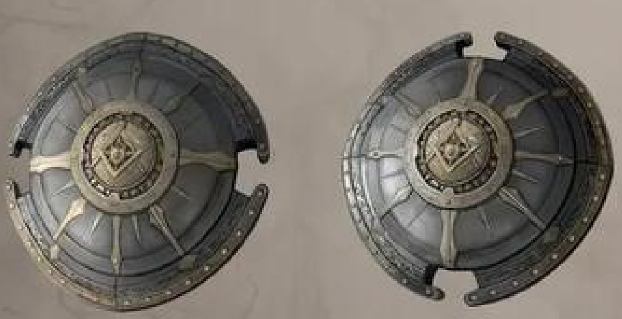

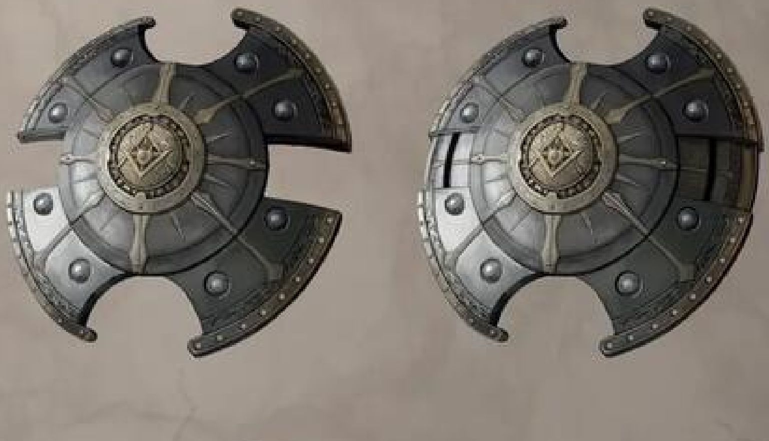

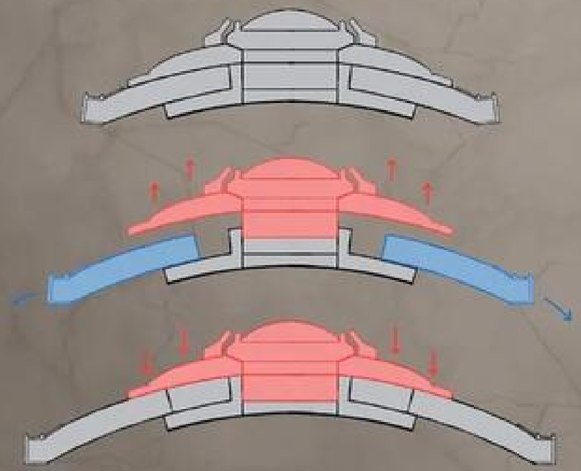

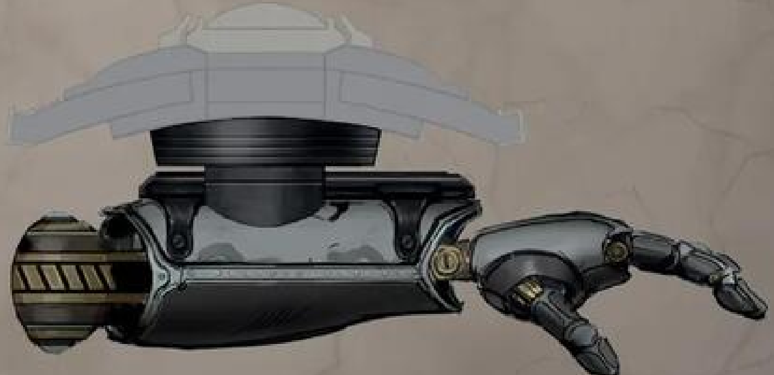

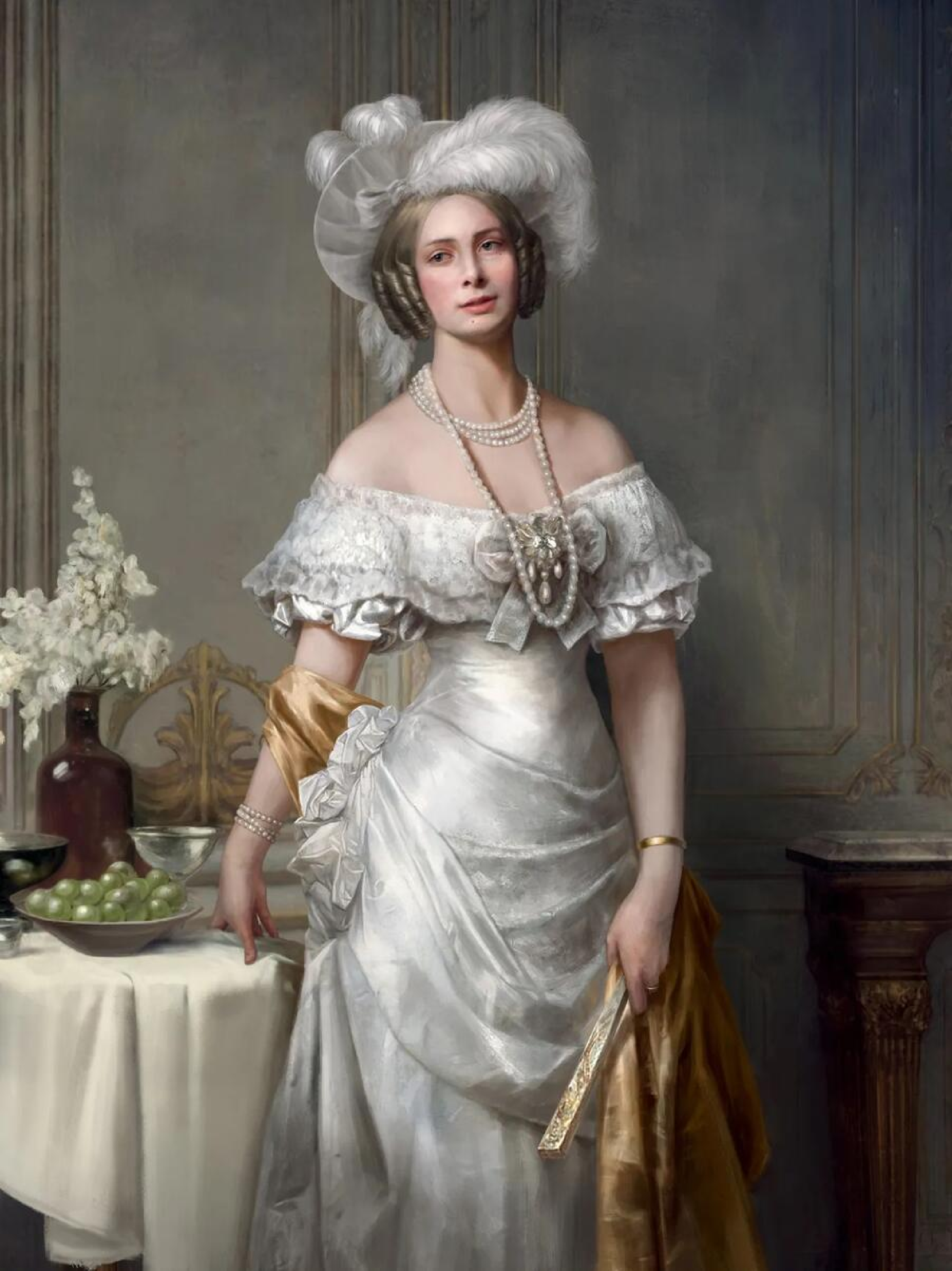

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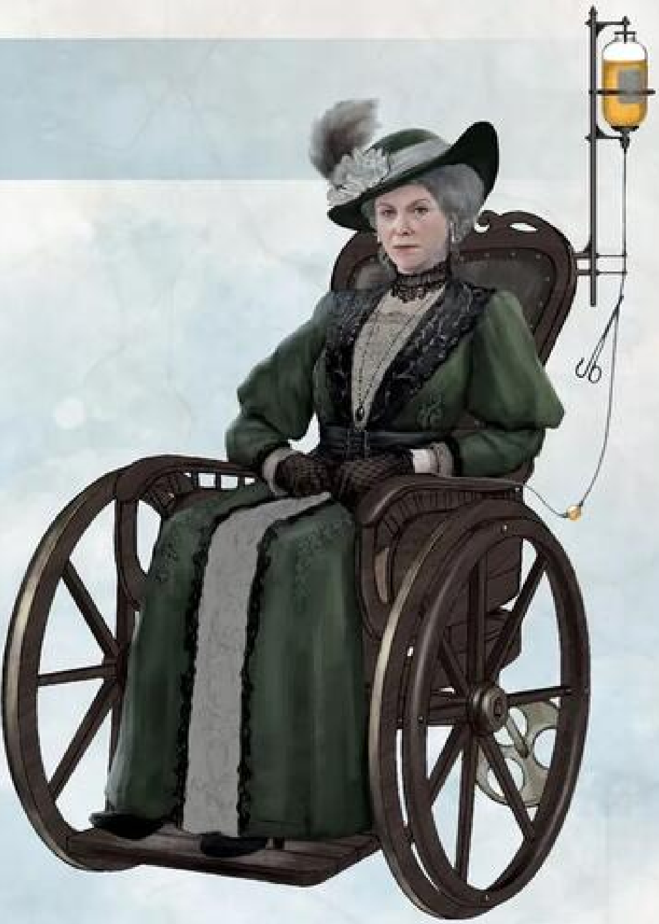

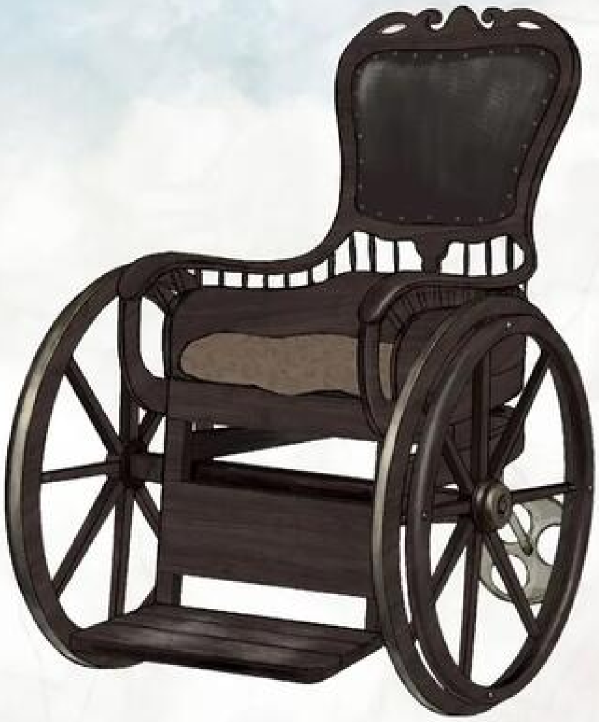

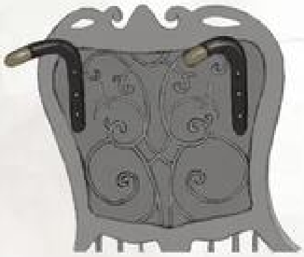

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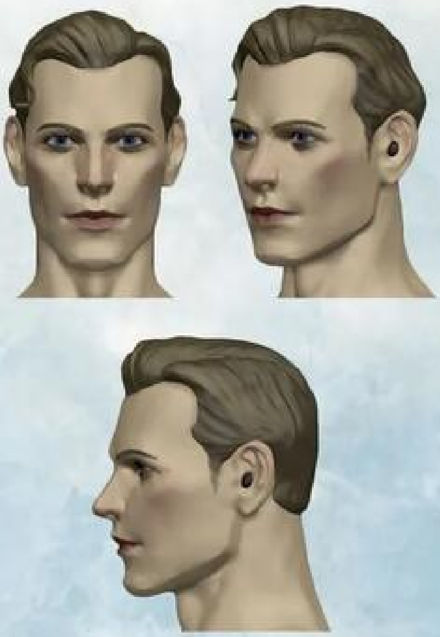

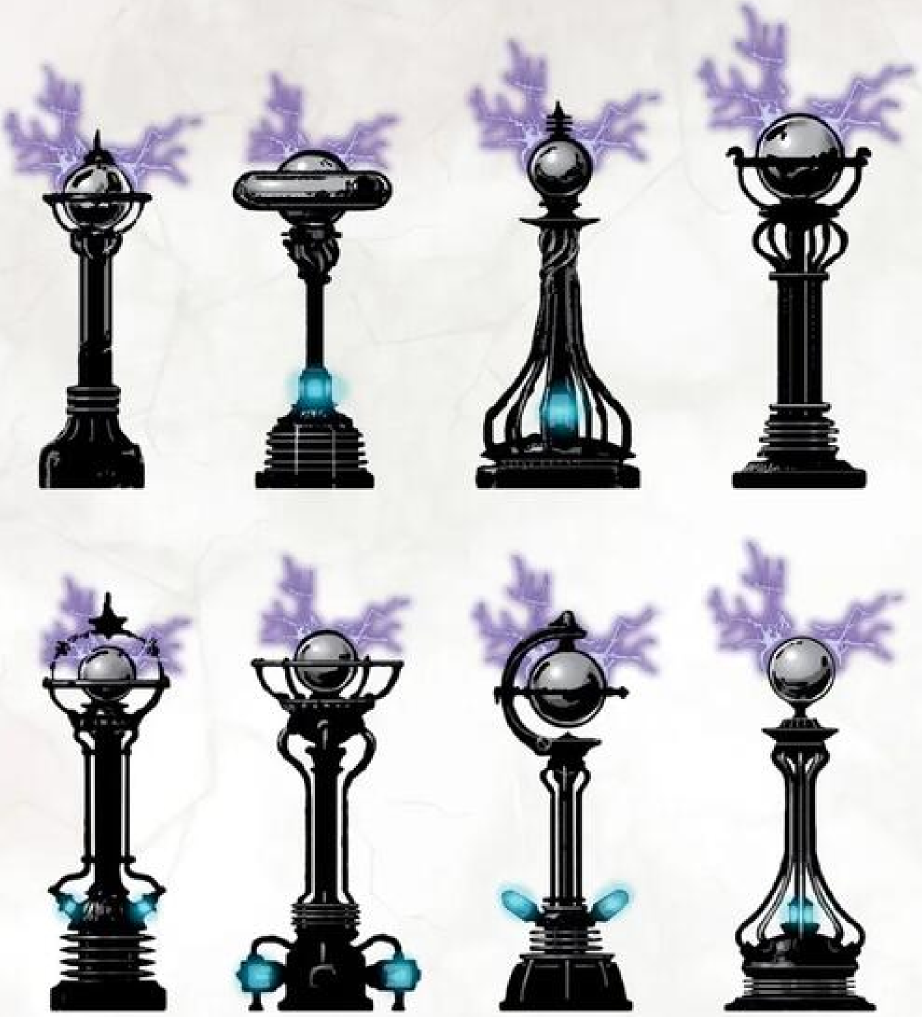

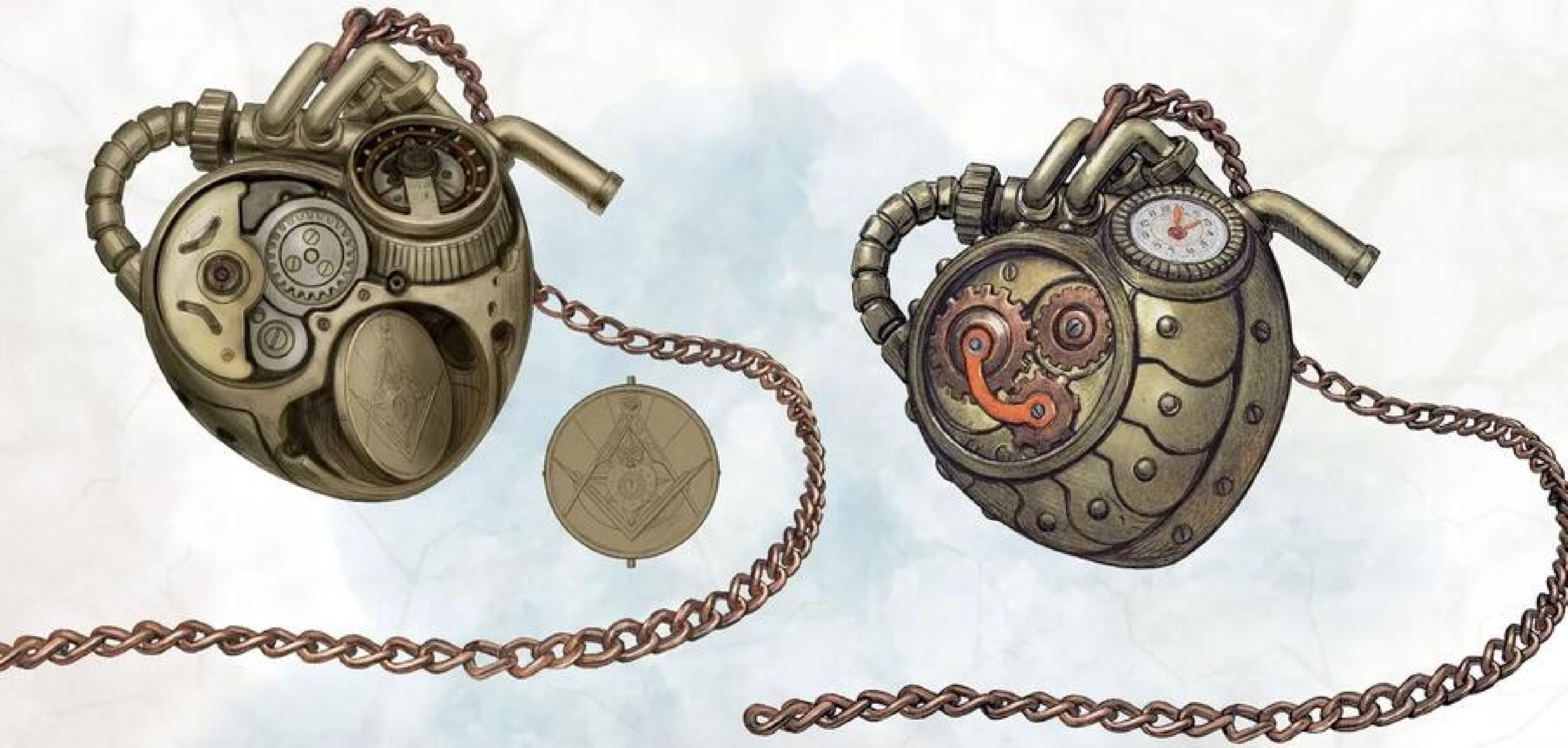

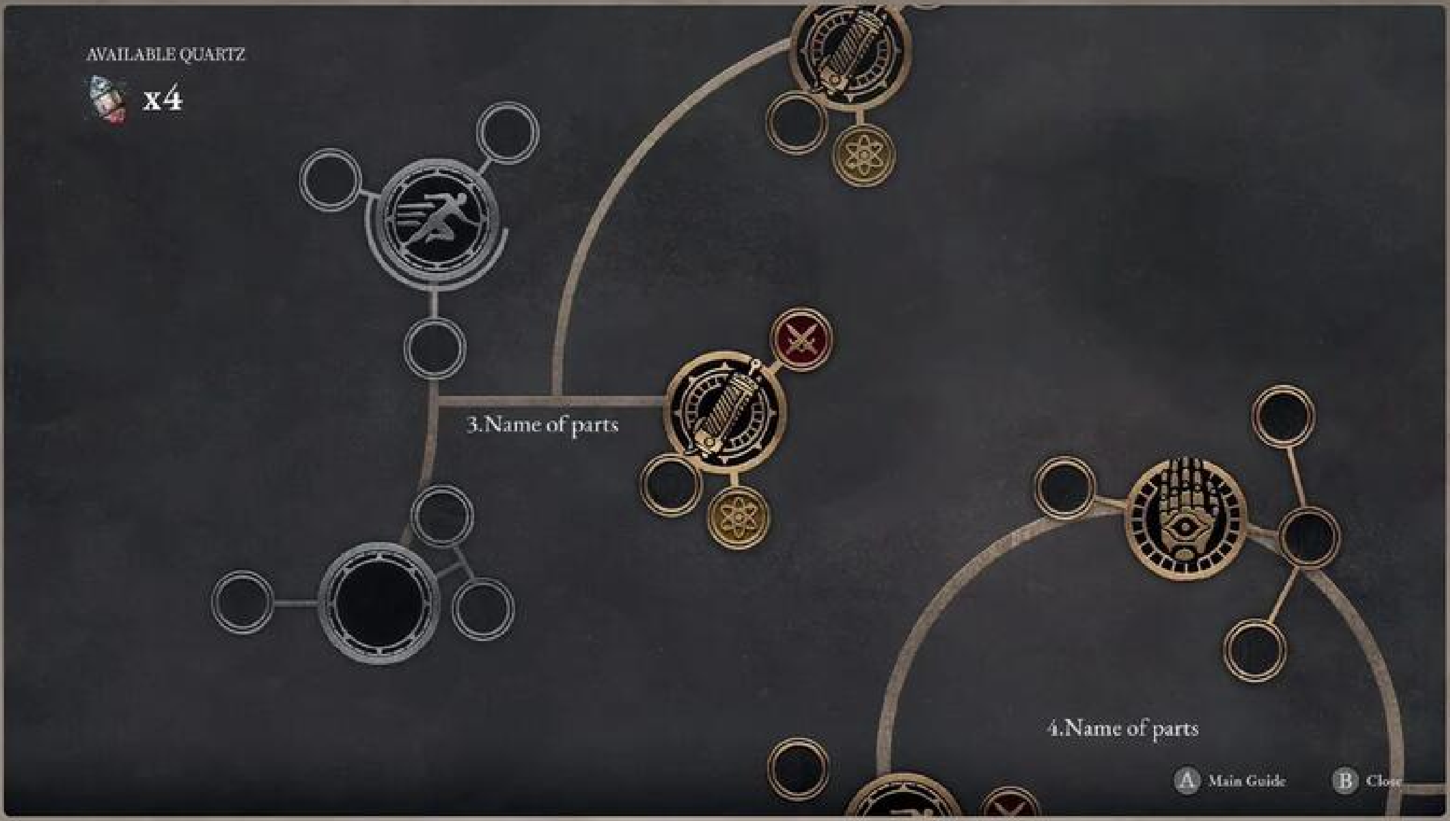
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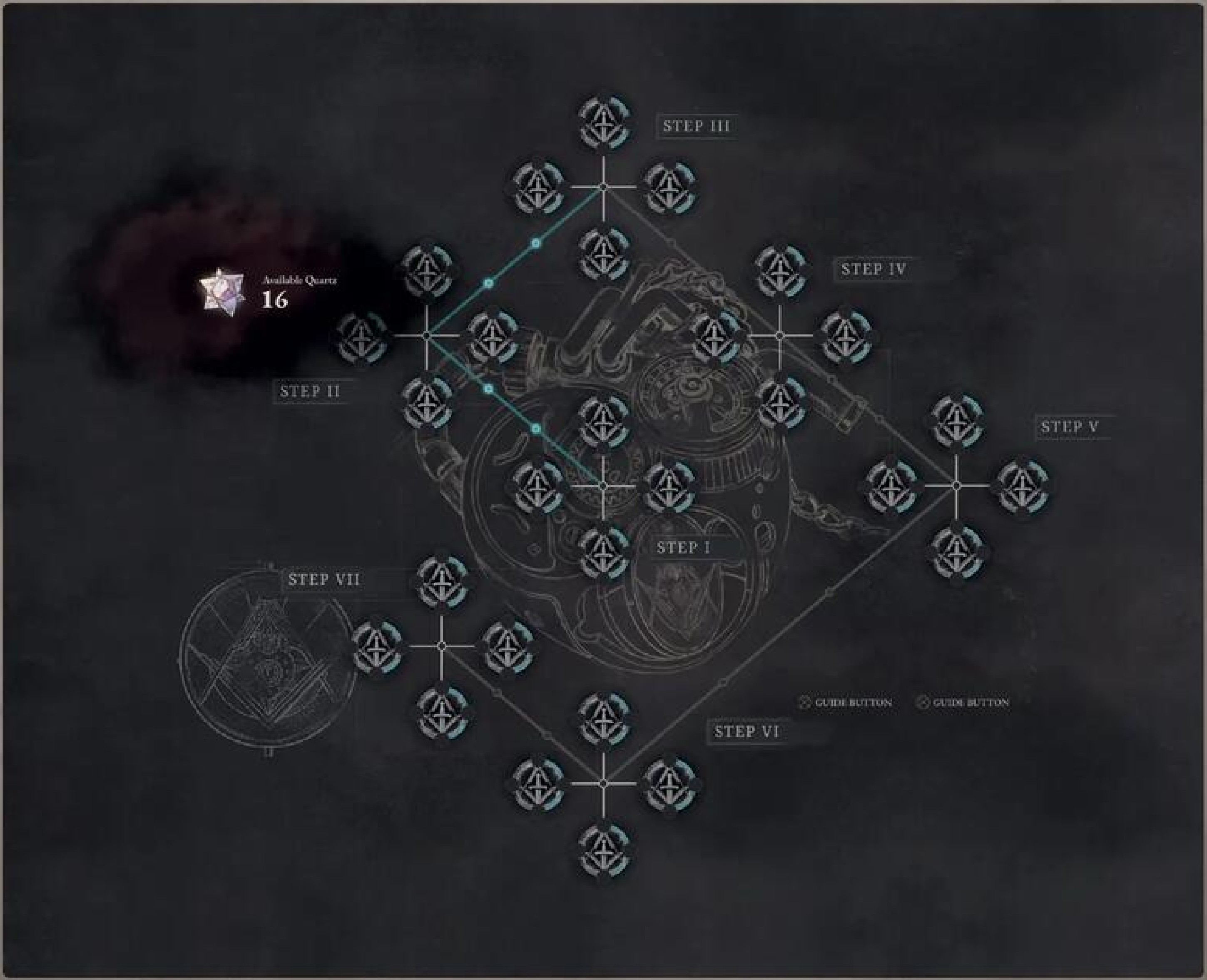
Available Quartz
16
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STEP V
STEP VI
STEP VII
GUIDE BUTTON
GUIDE BUTTON

Chapter 3

ELYSION BOULEVARD

Elysion Boulevard, an avenue full of boutiques and gleaming streetlights, was a prominent district where Krat's magnificent tram once crossed above.

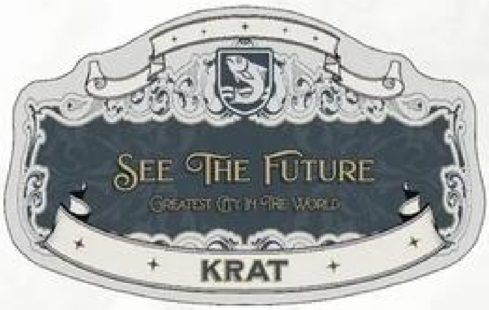
Ironically enough, the wealthy citizens drawn to this trendy and modern area were the very reason why it quickly became one of the most ruined places in the city.

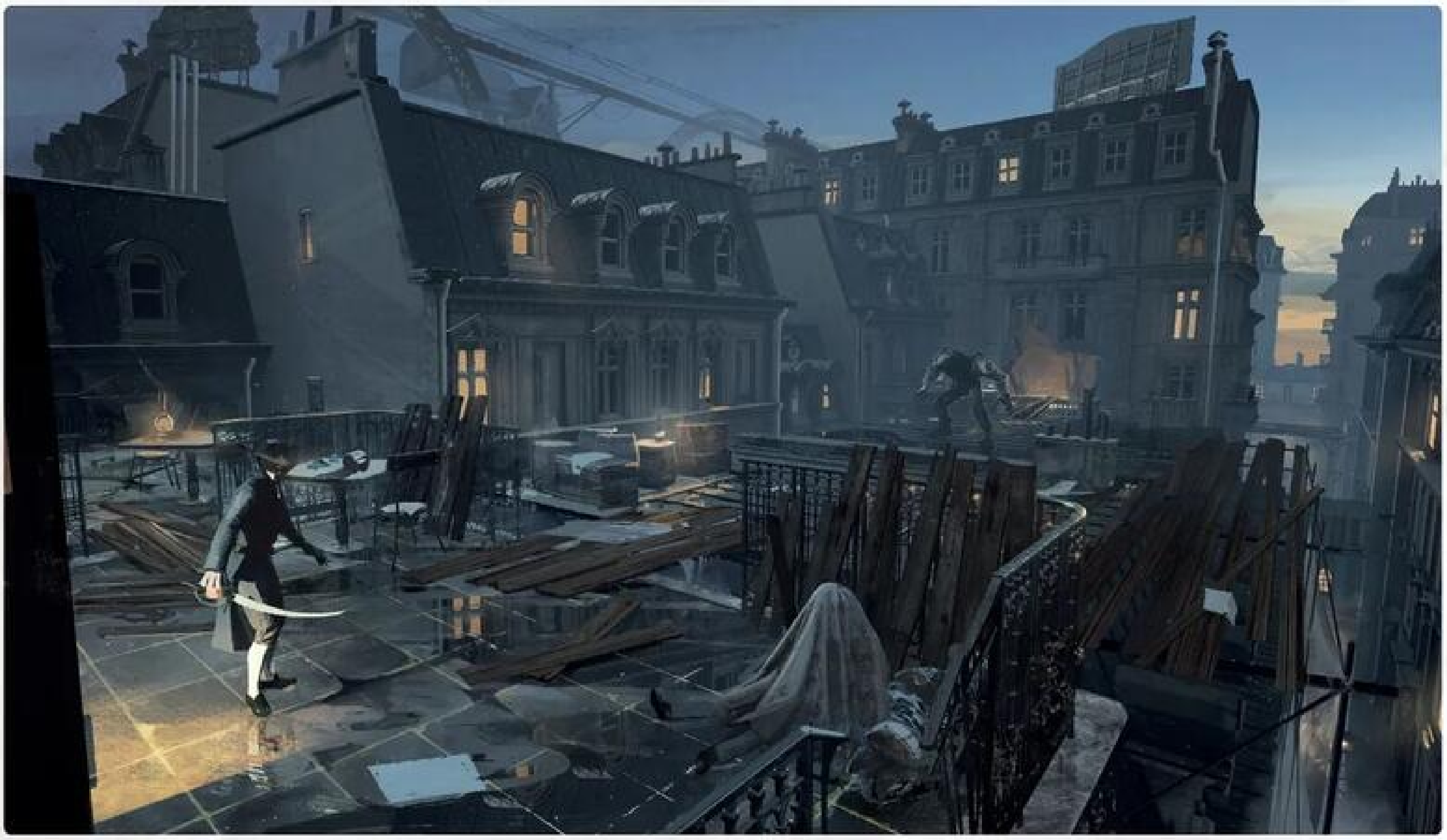
Find a way through the puppets that hinder the path forward and follow the dim lights of the dark alleys. The puppet hanging over the Alchemist Bridge may be a foe that needs to be hunted . . . or just a reflection of yourself.

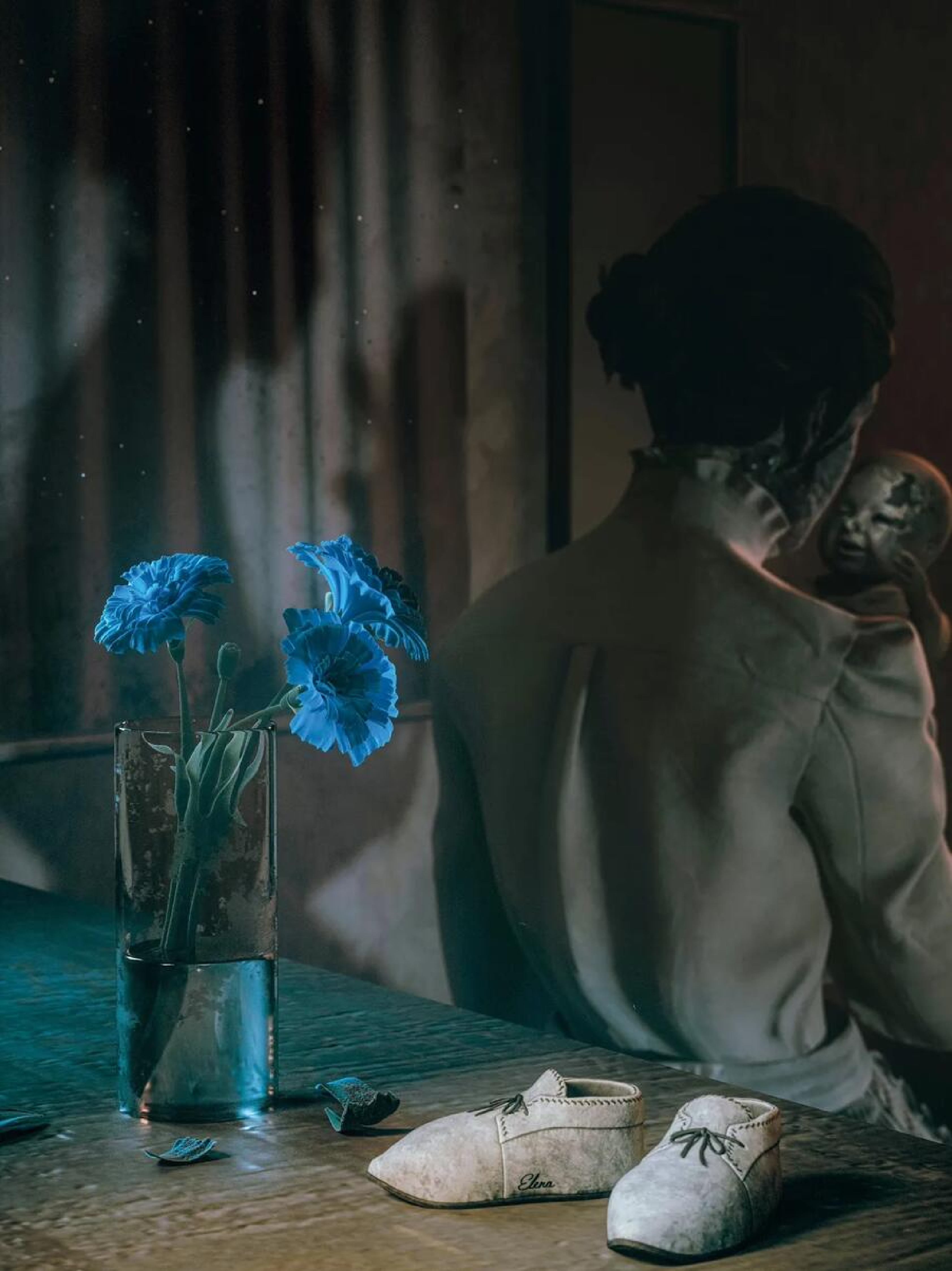
New characters you encounter at the bridge will lead you on a path deeper into the world of *Lies of P*.

The early sketch of the Scrapped Watchman indicates that the concept of this boss was inspired by the gorilla judge from the original fairy tale *The Adventures of Pinocchio*. Also, his impressive joints are somewhat reminiscent of an insect that moves in a rapid yet balanced manner. But above all, the most interesting element of this terrifying watchman, Murphy (now a forgotten name), was that he once was a kindhearted friend to the city's children.

Those who visit the boulevard are treated to rich emotional moments, with every aspect of the objects, environment, bosses, and characters portraying a world of chaotic beauty that transcends the limit of written words.


SEE THE FUTURE
GREATEST CITY IN THE WORLD
KRAT





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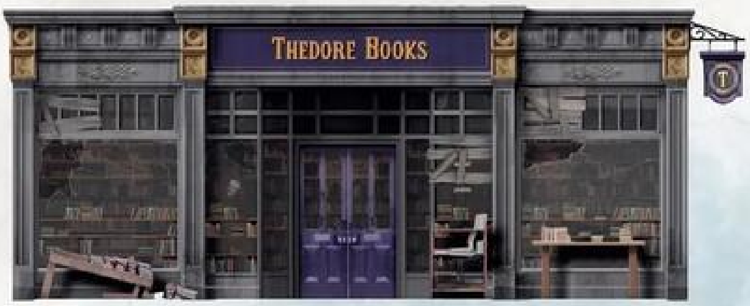
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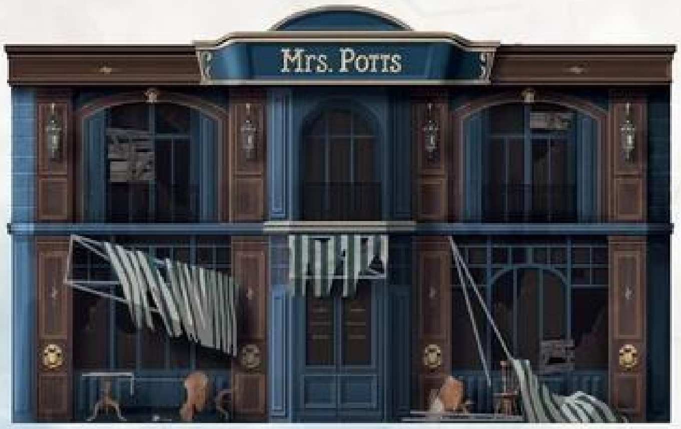
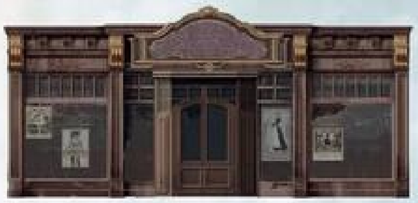
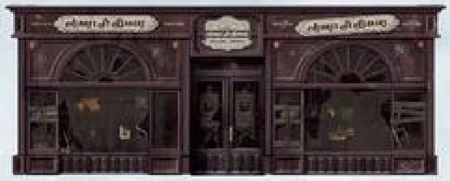
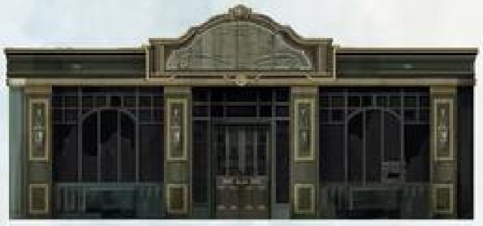
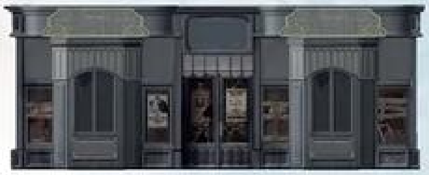
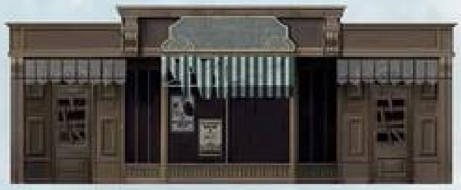

Mrs. Potts

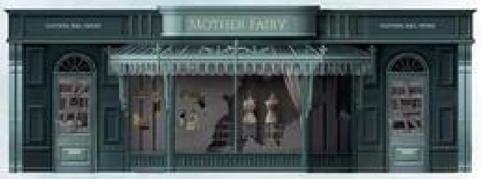











MOTHER FAIRY

CAFE · RESTAURANT · WINE

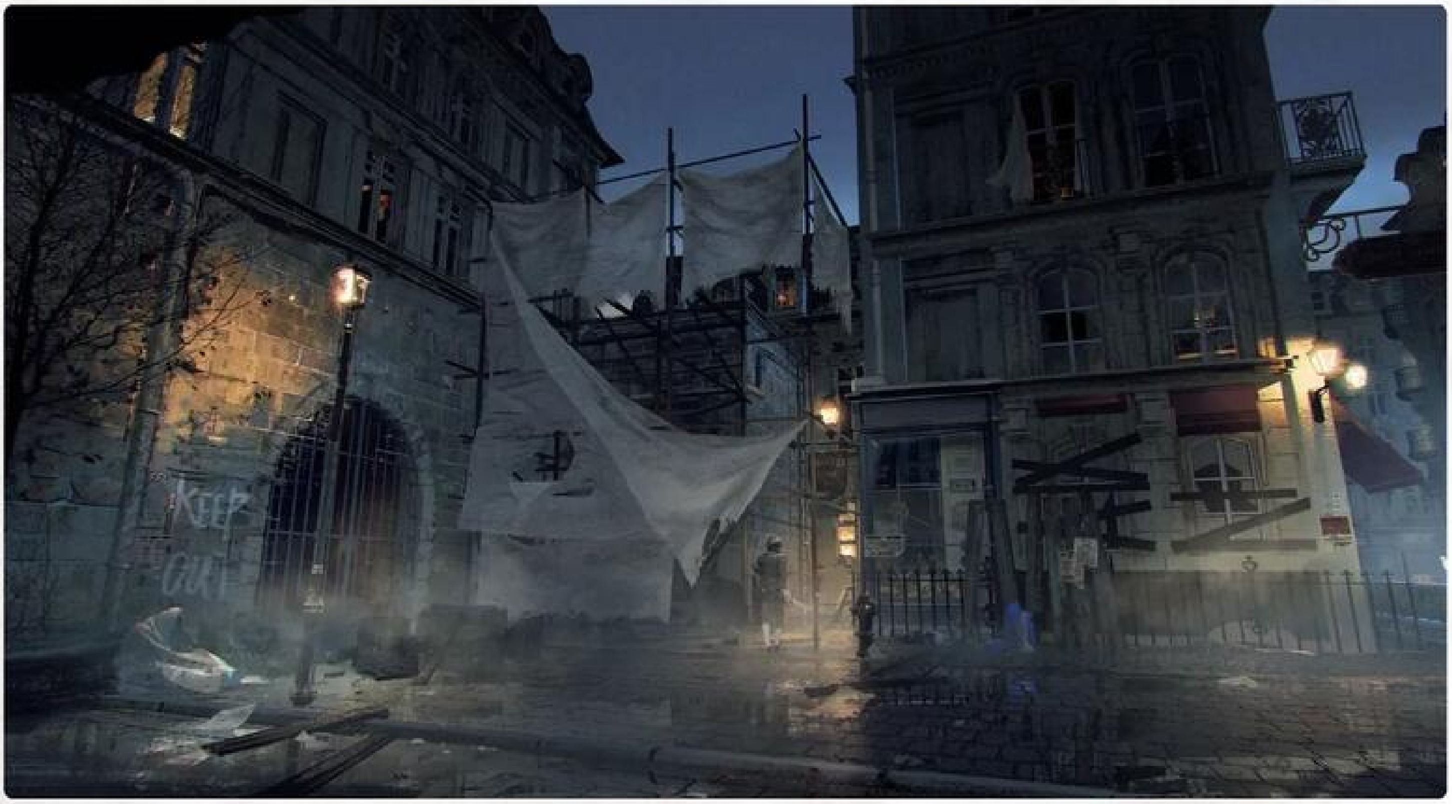
THE BEST BOOKSTORE IN KRAT

LE BISTROT DE KRAT

HAIR & BEAUTY SALON

A HIGHEST QUALITY
HOMOMACHINA
THE BEST BUTLERS AND MAIDS

SPECIALITE de CAFES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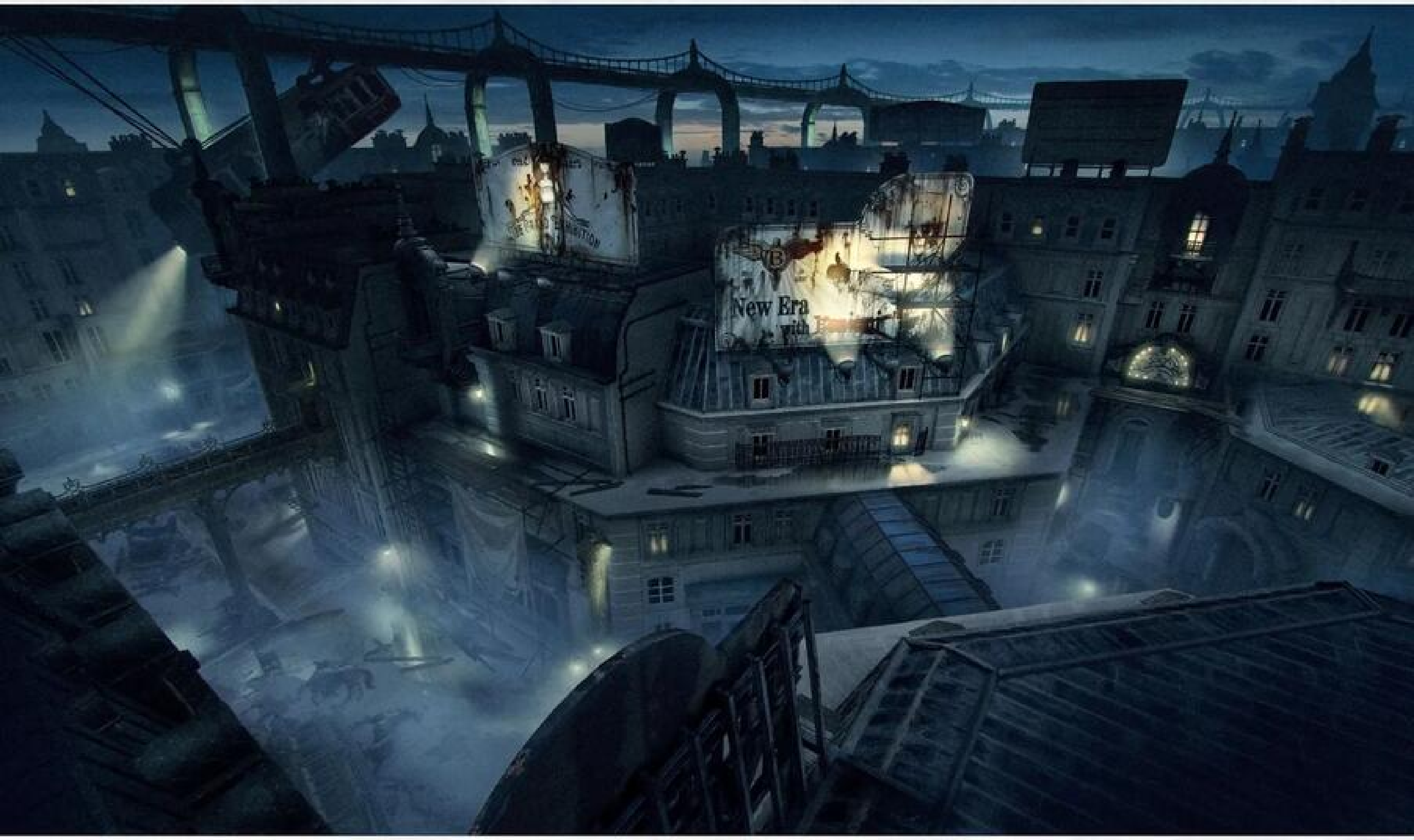
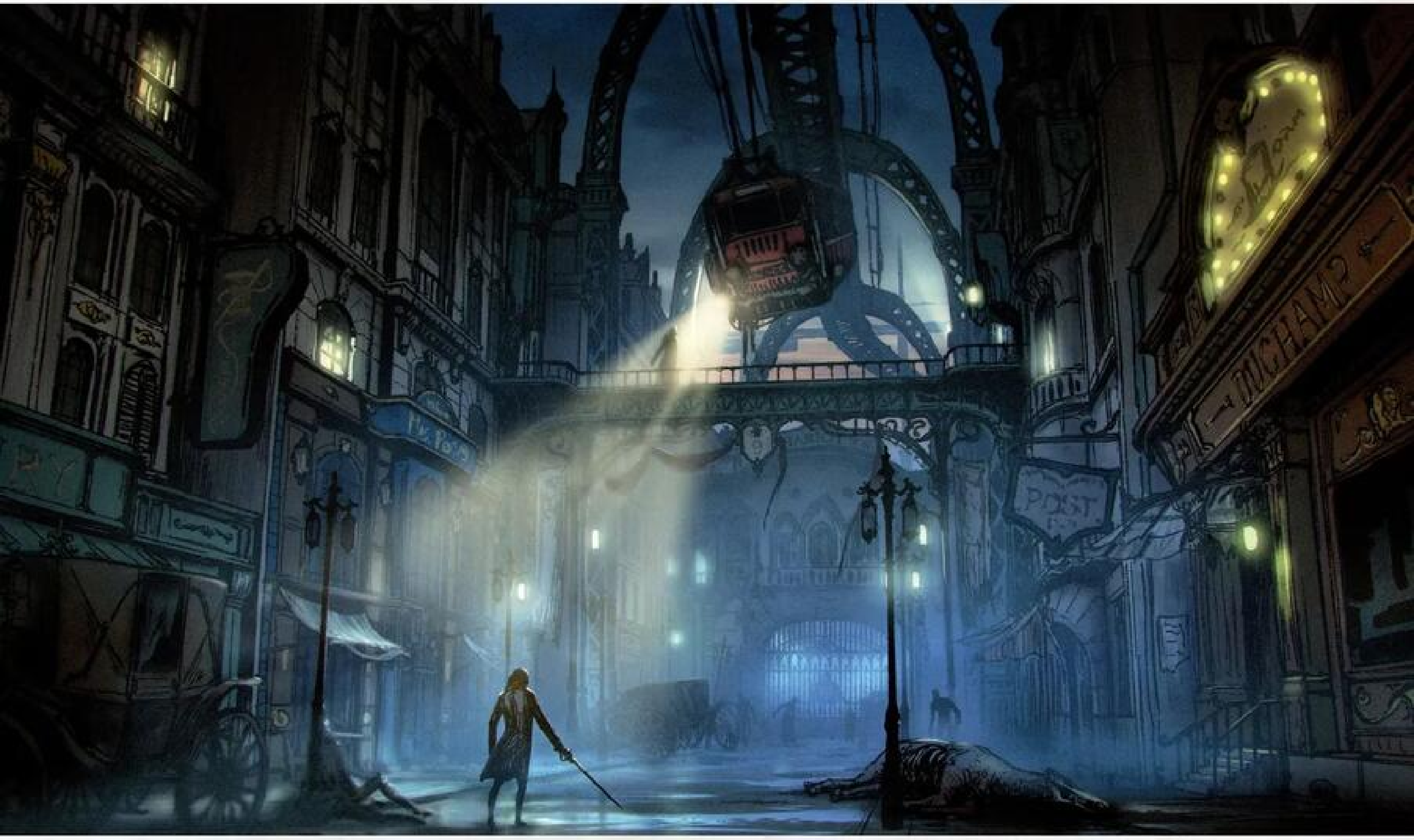

New Era
with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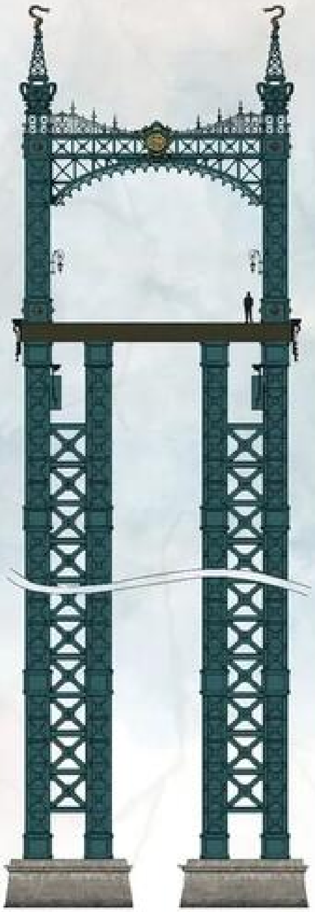

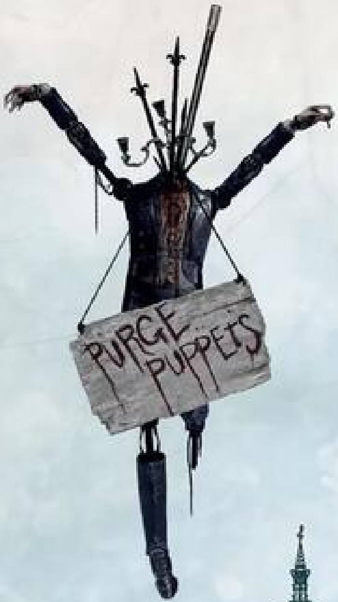
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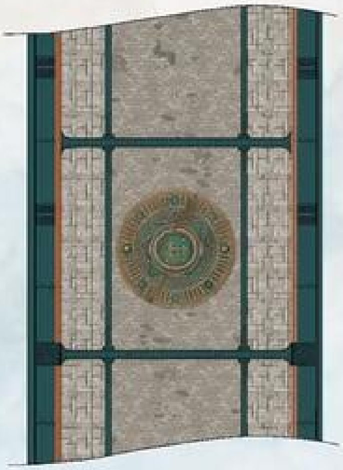
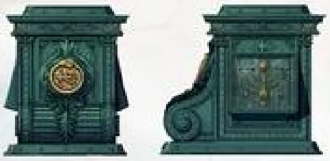
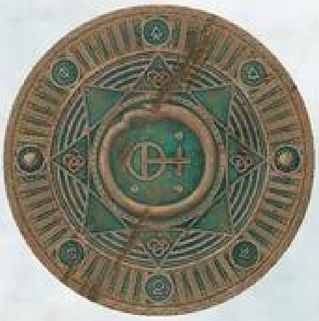
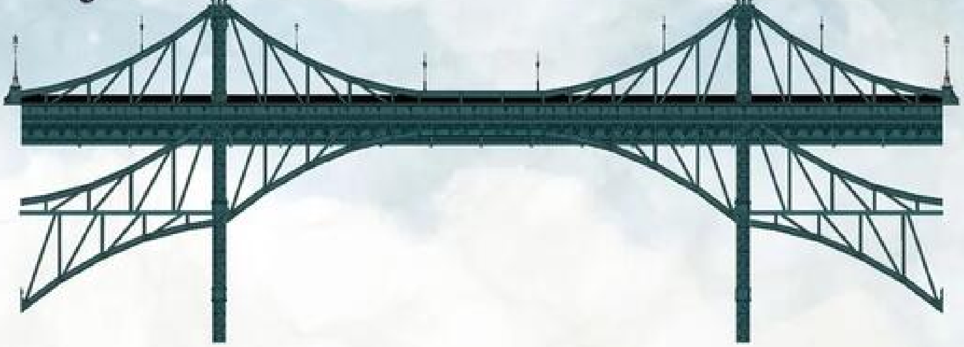
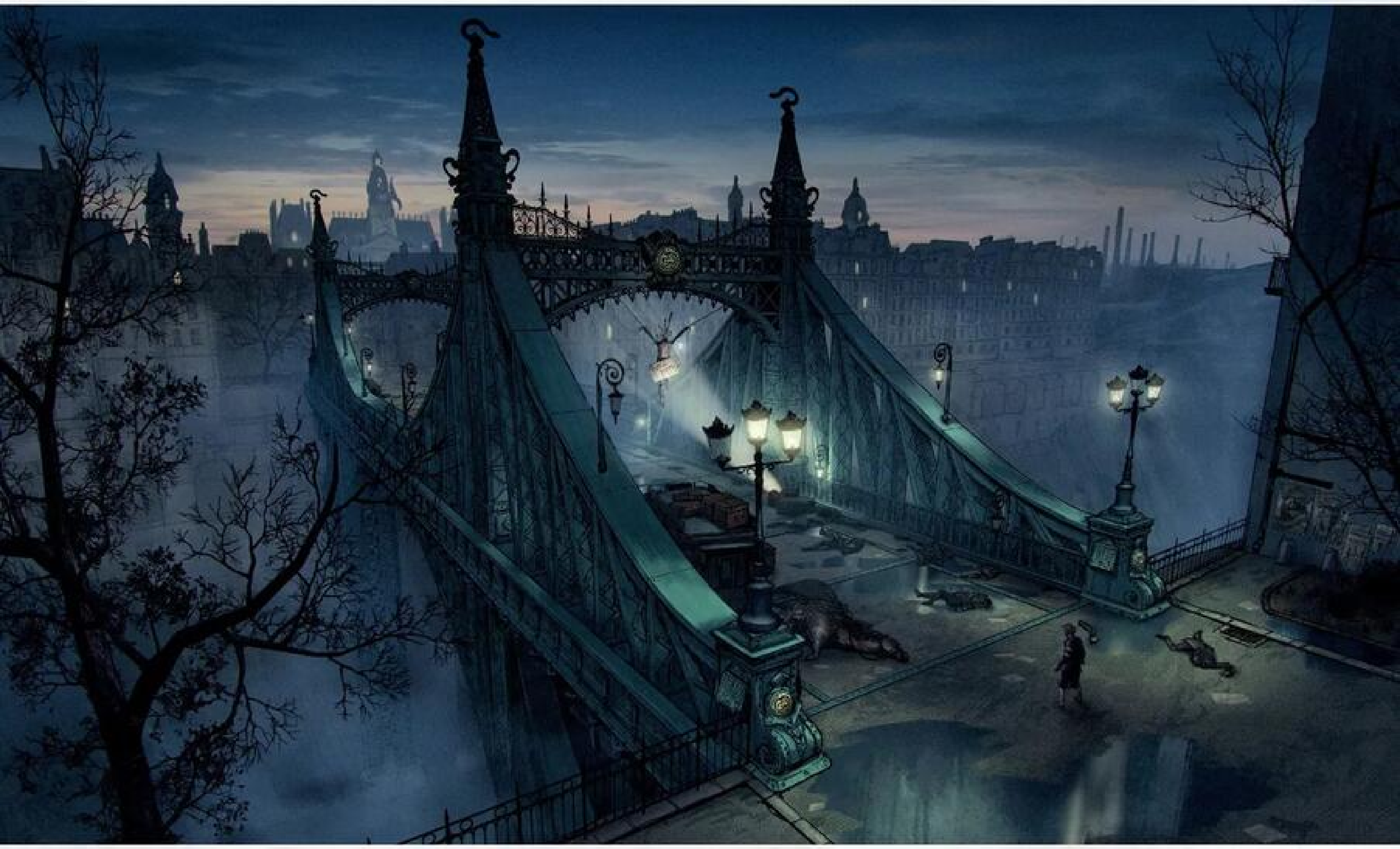




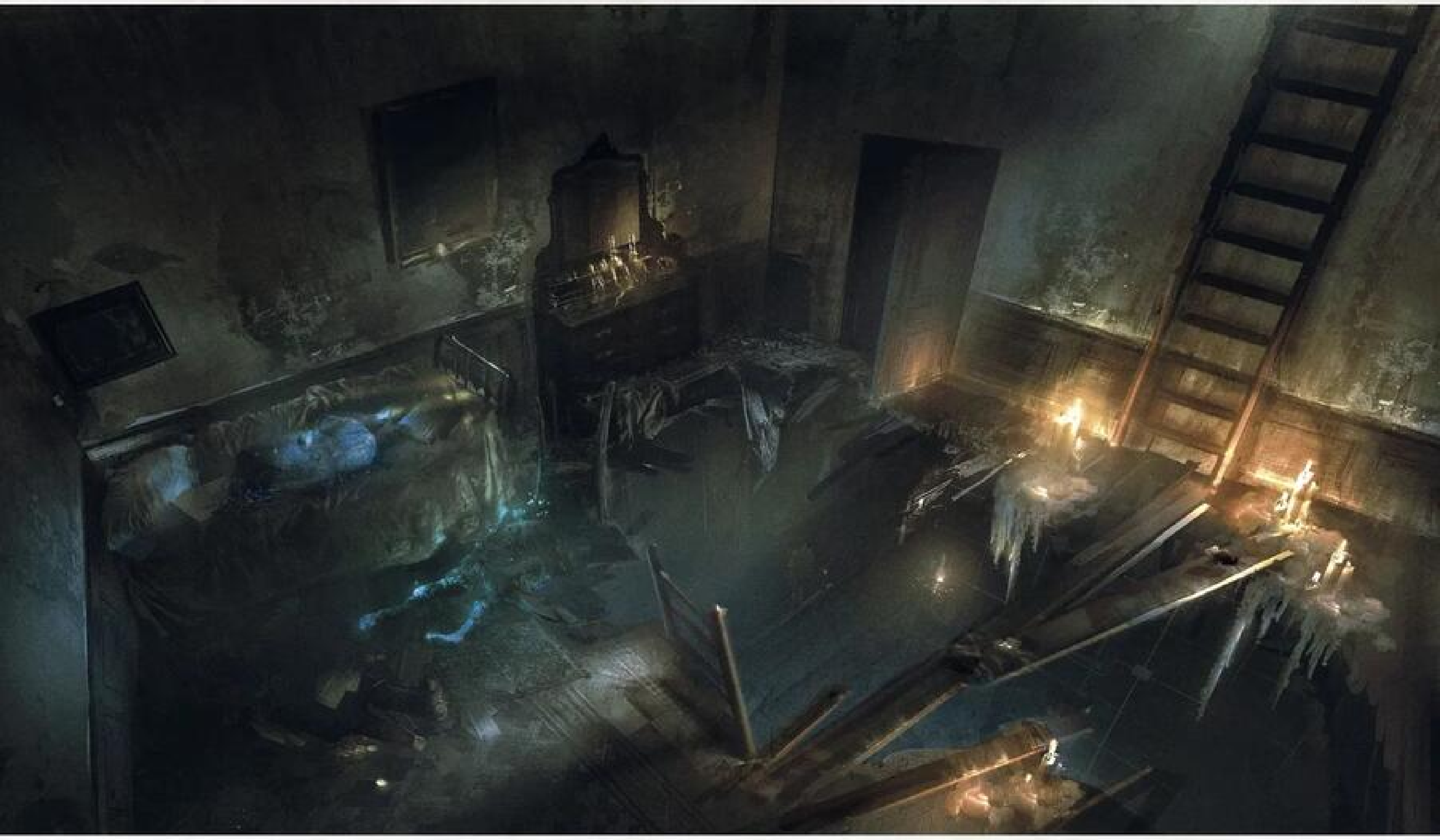


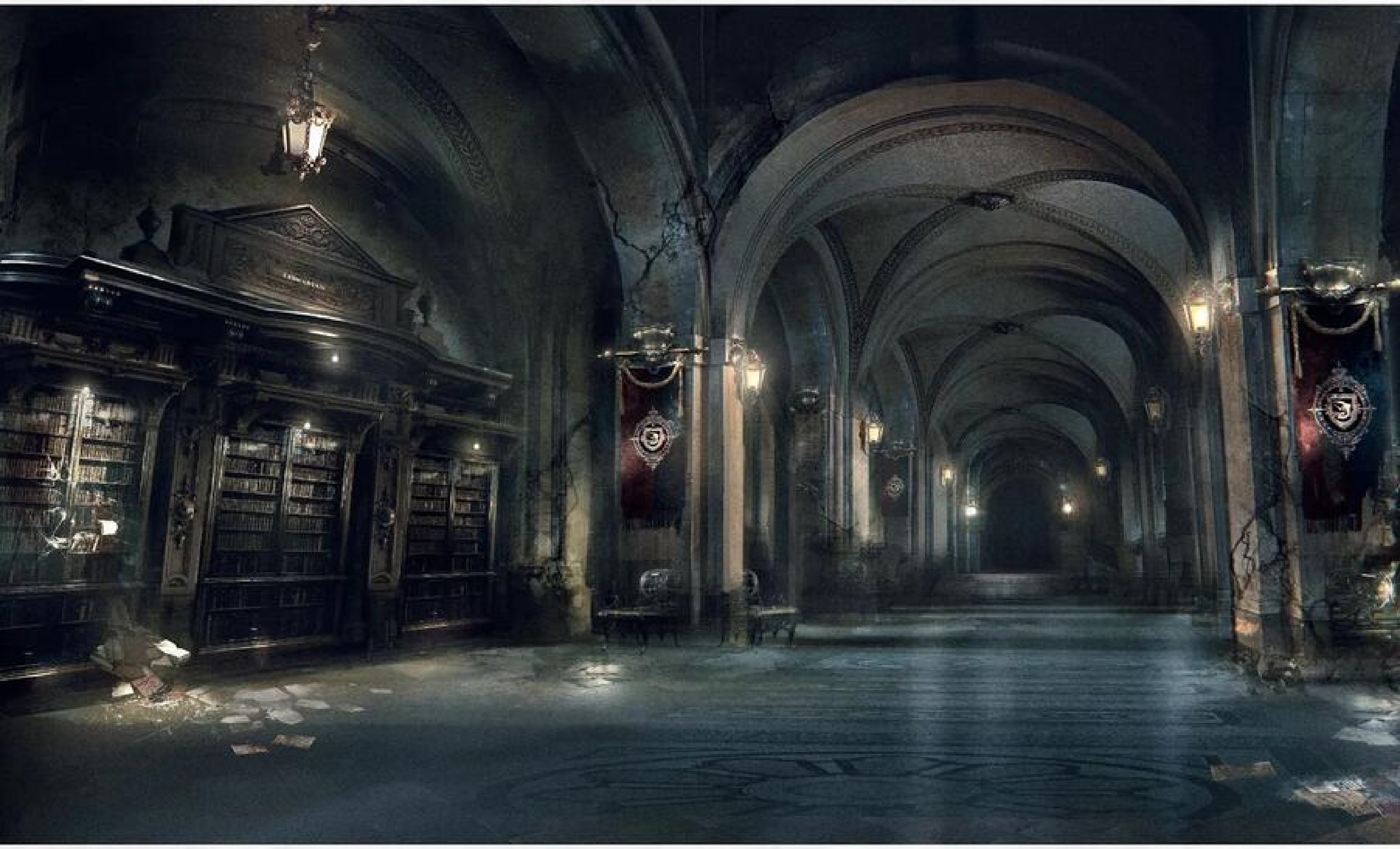




TRAM

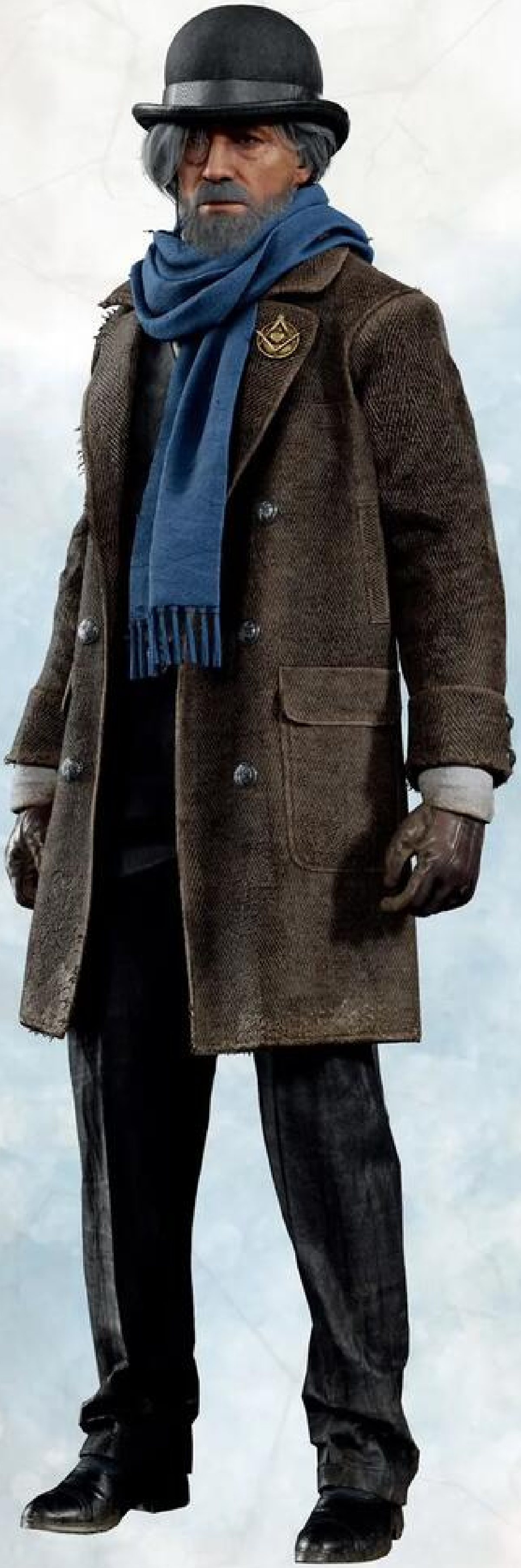
TRAM

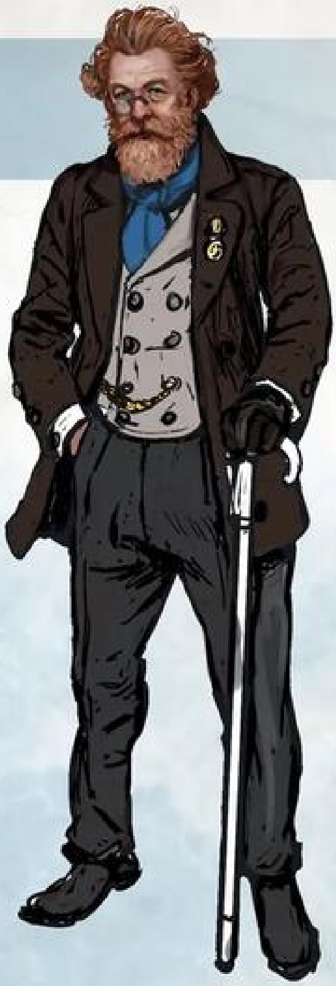


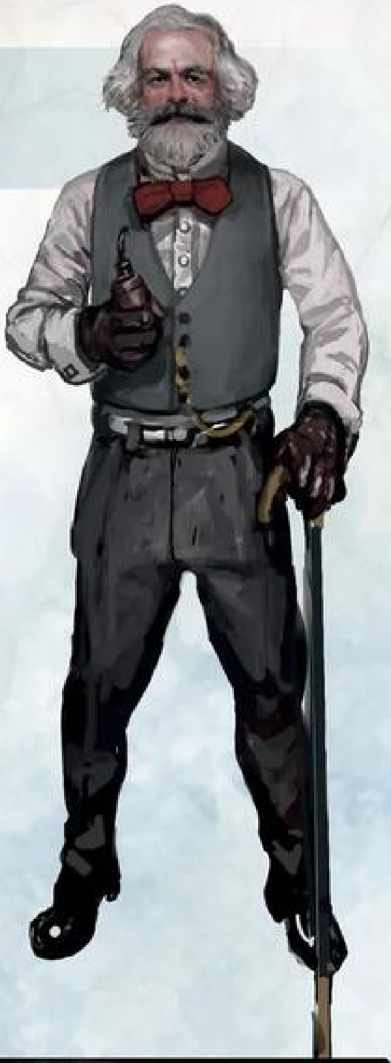


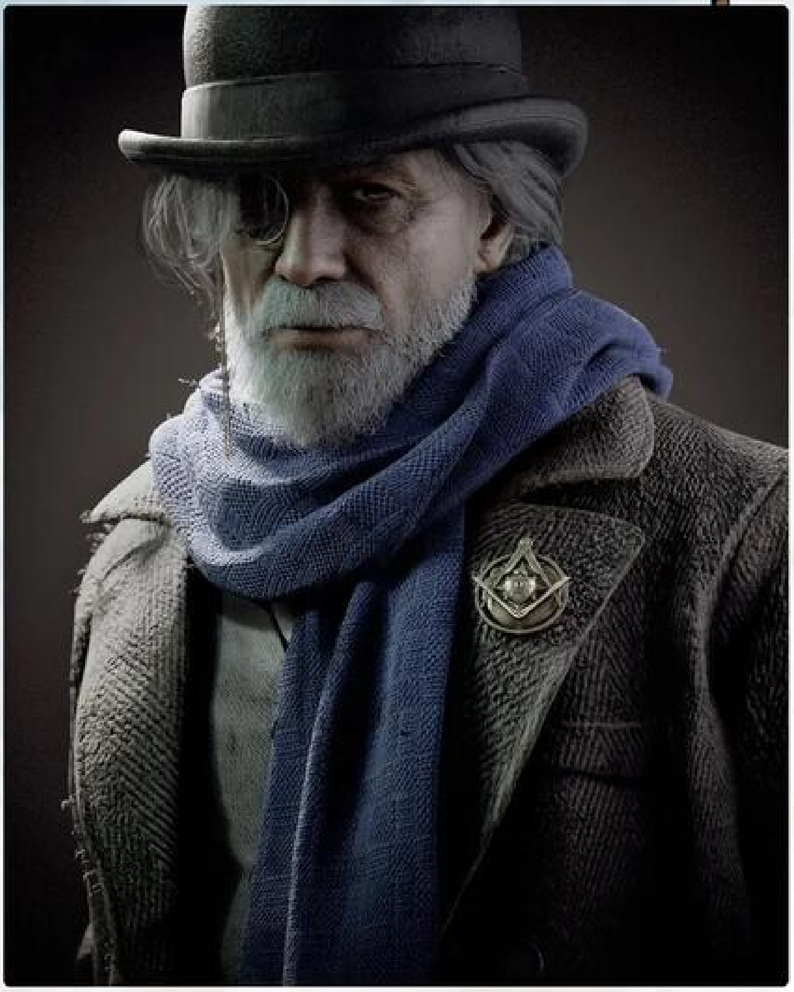
CAFE
RESTAURANT
WINE

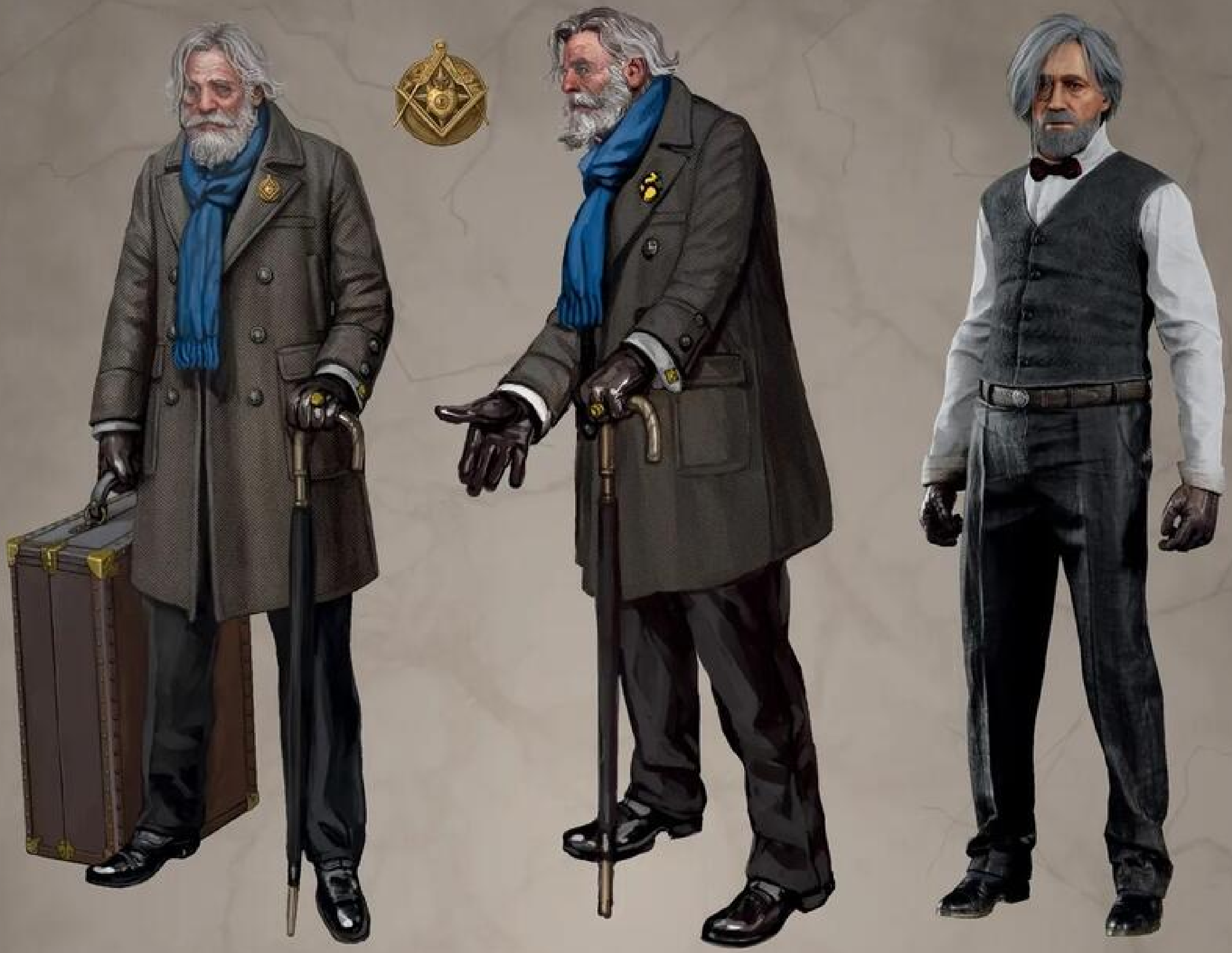
GEPPETTO

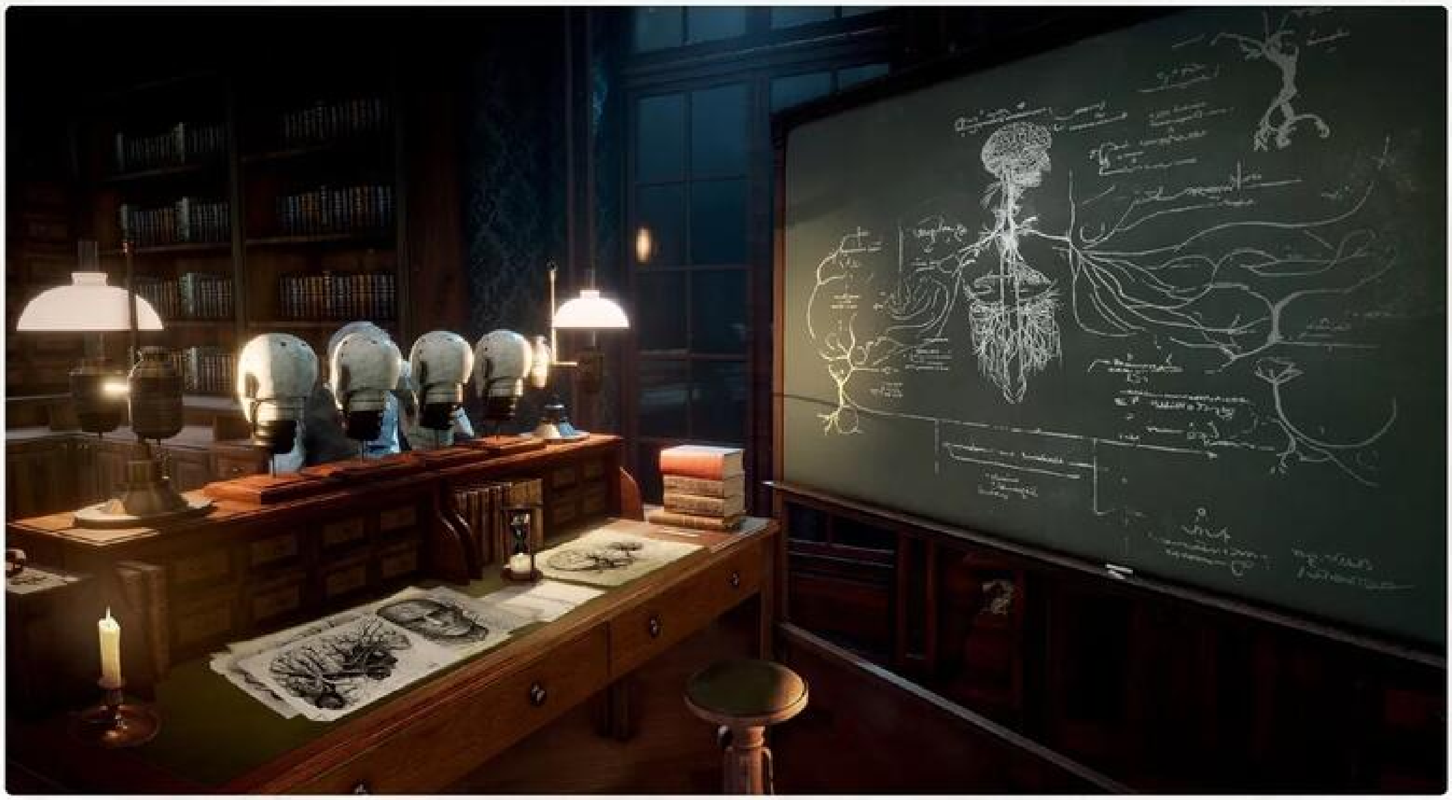


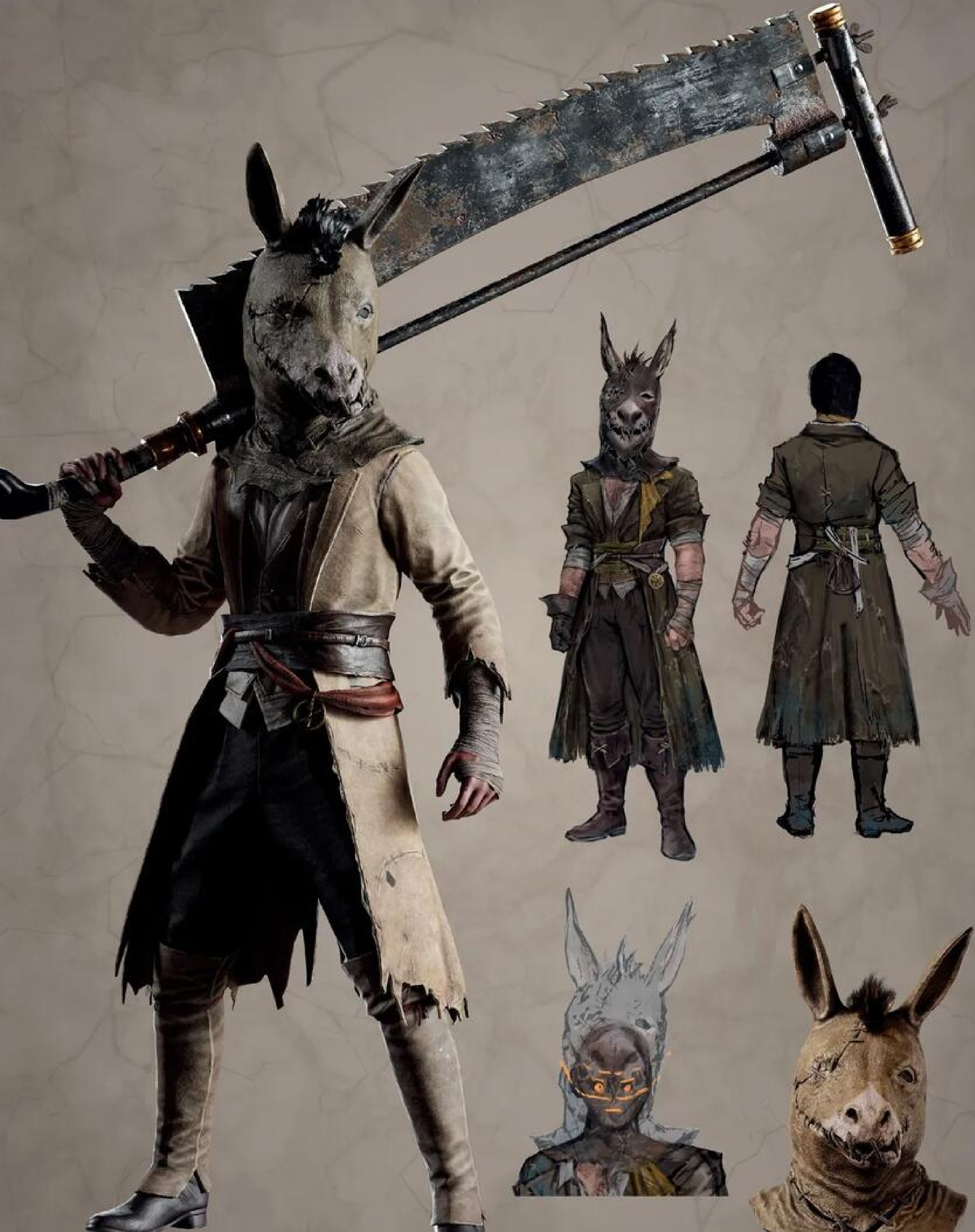


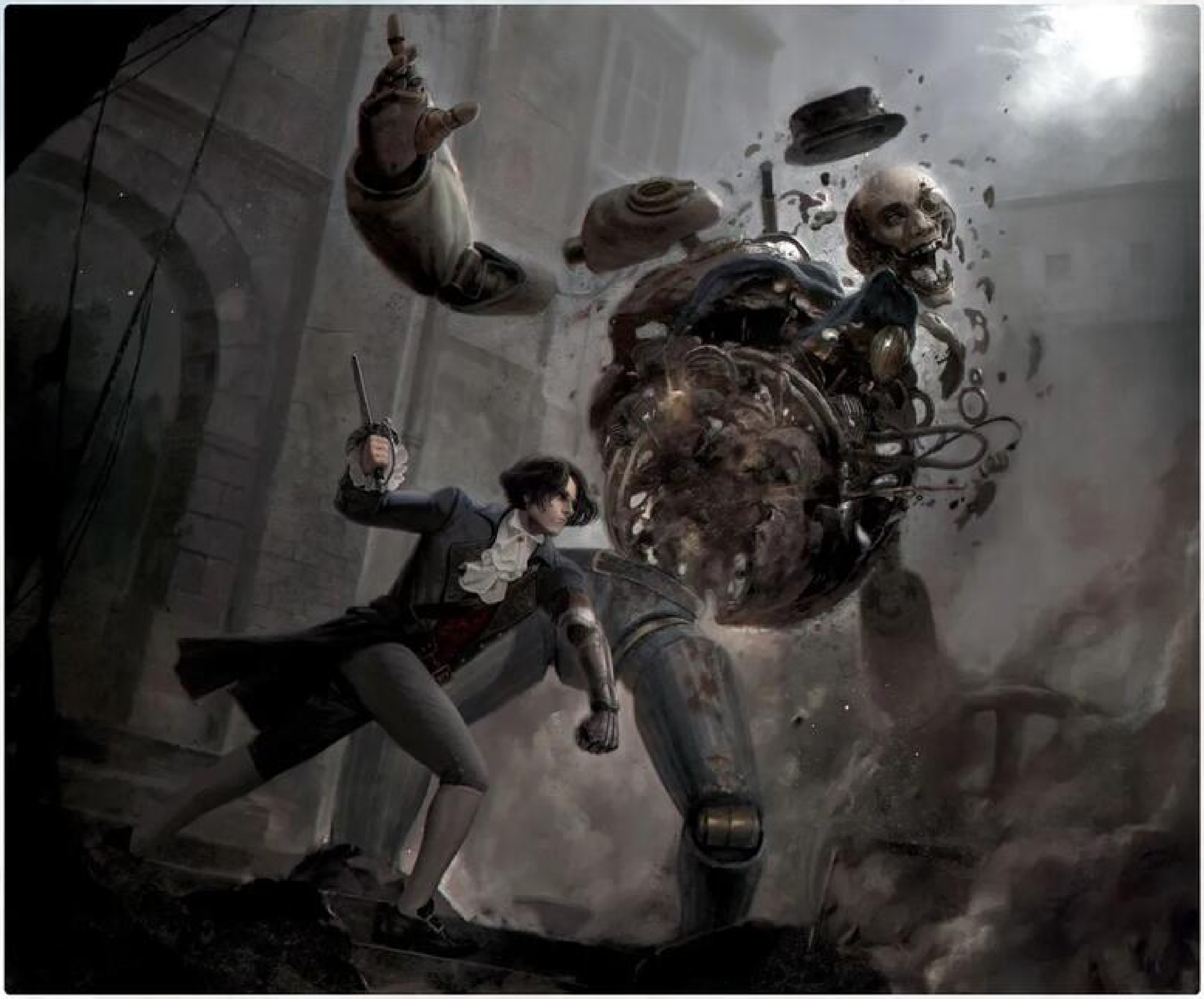


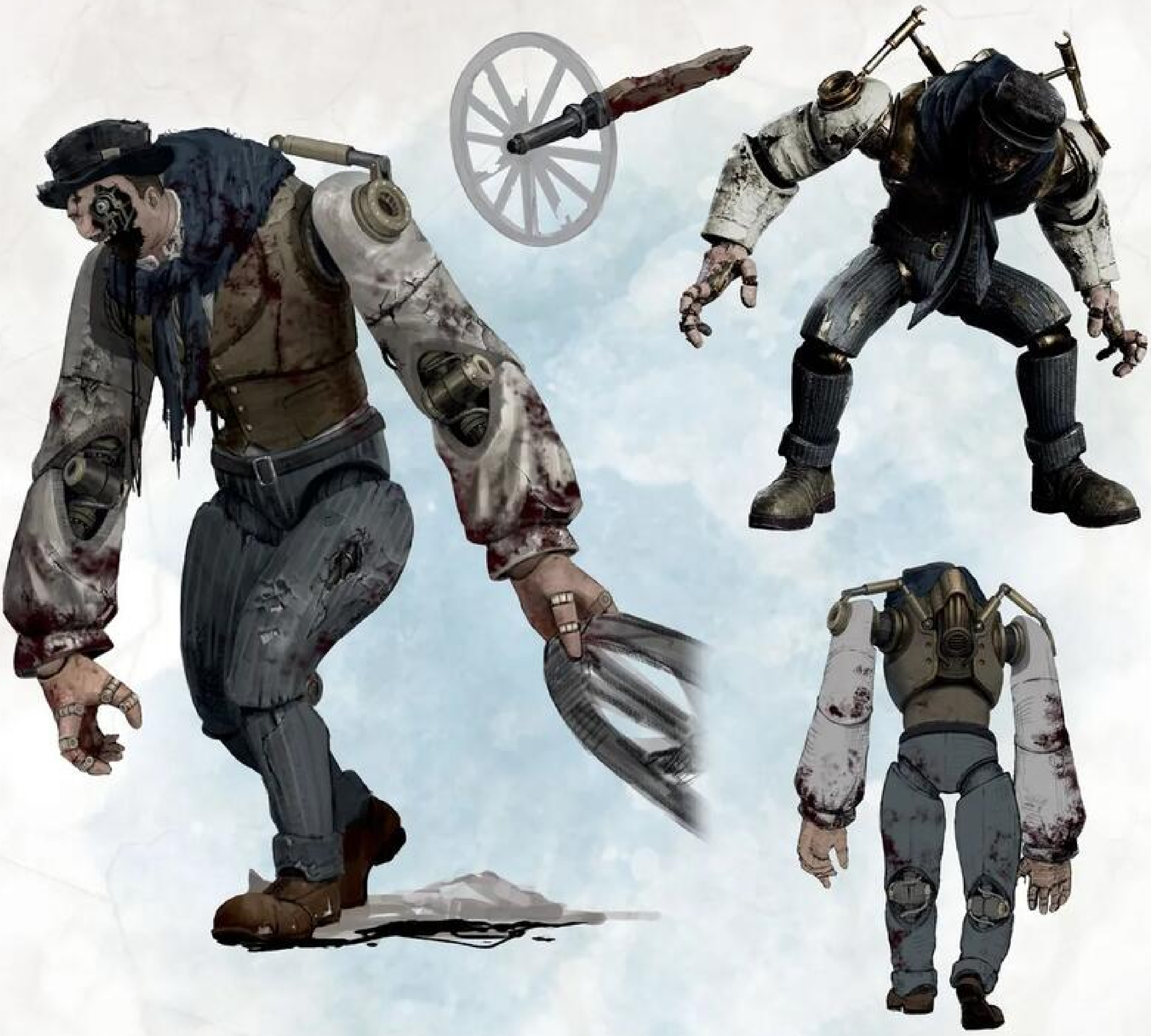


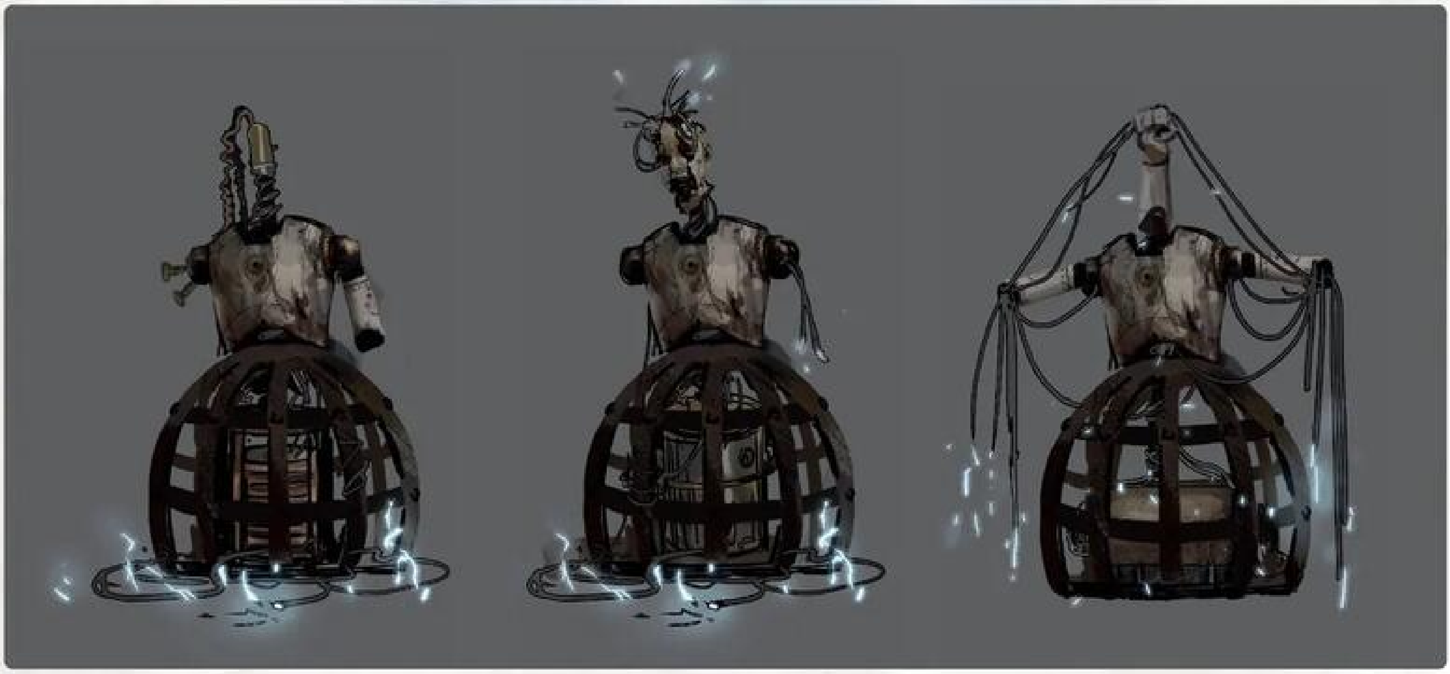


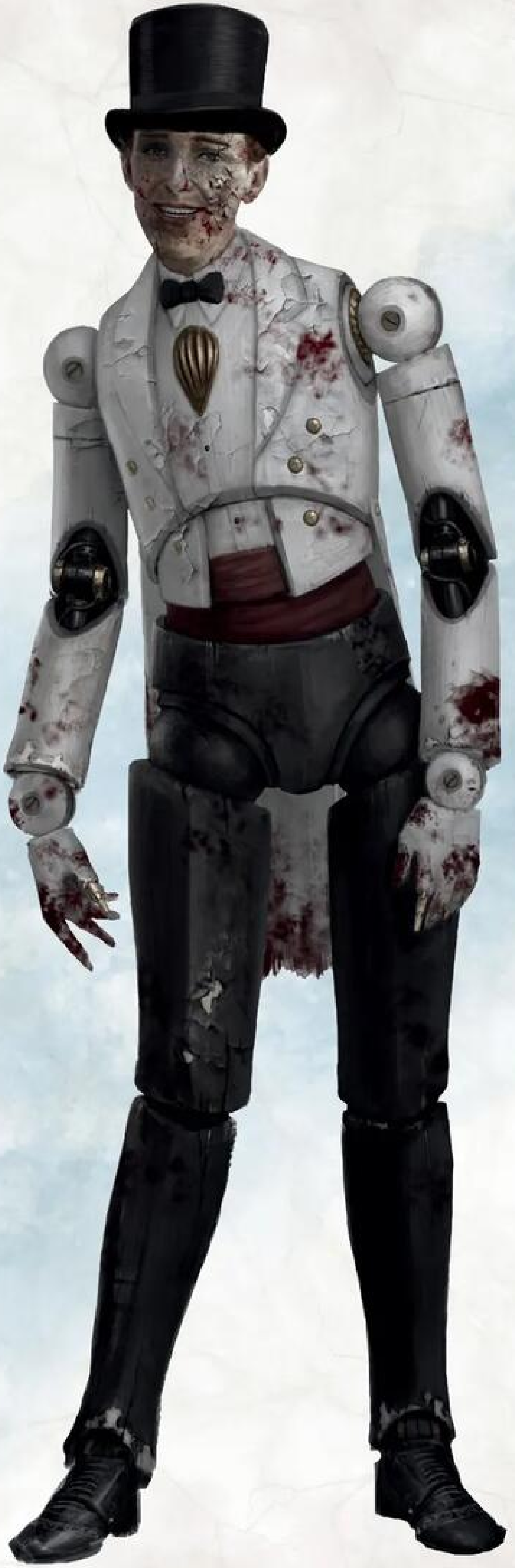


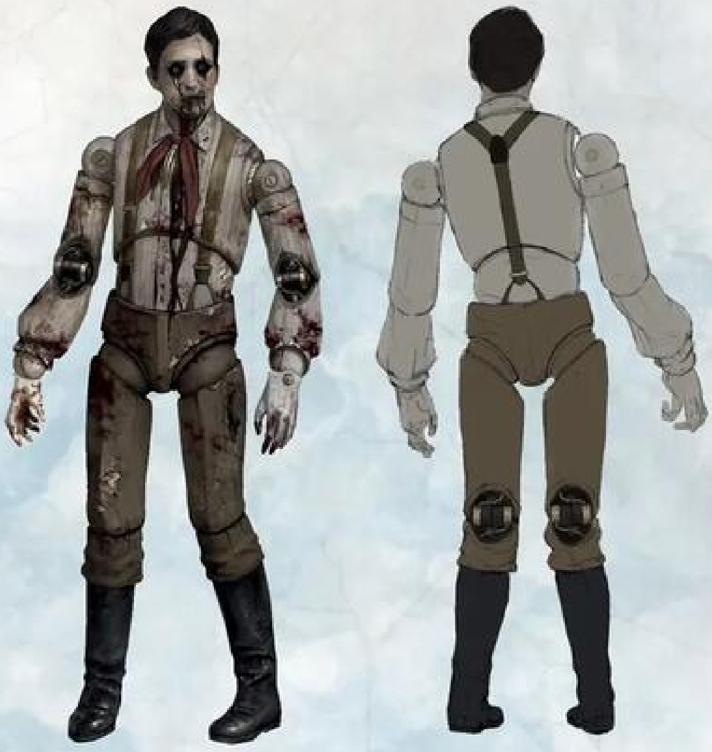


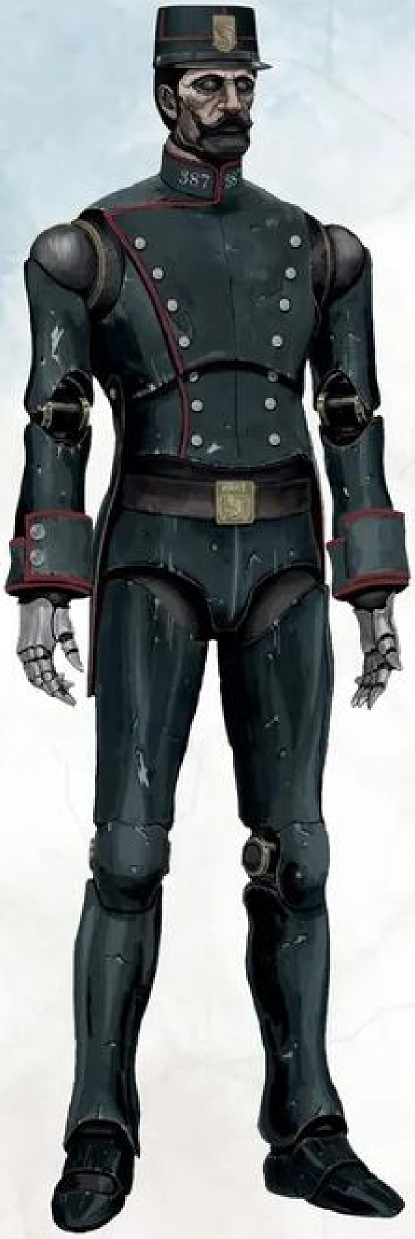








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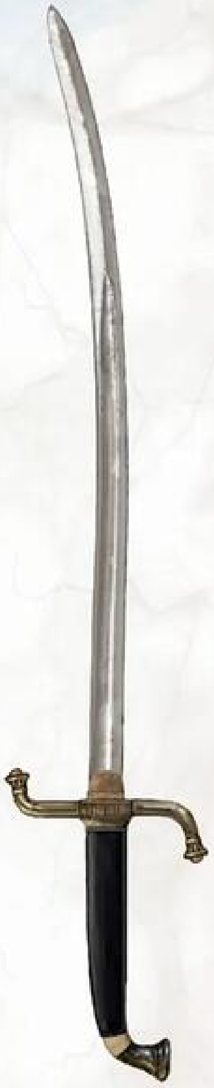

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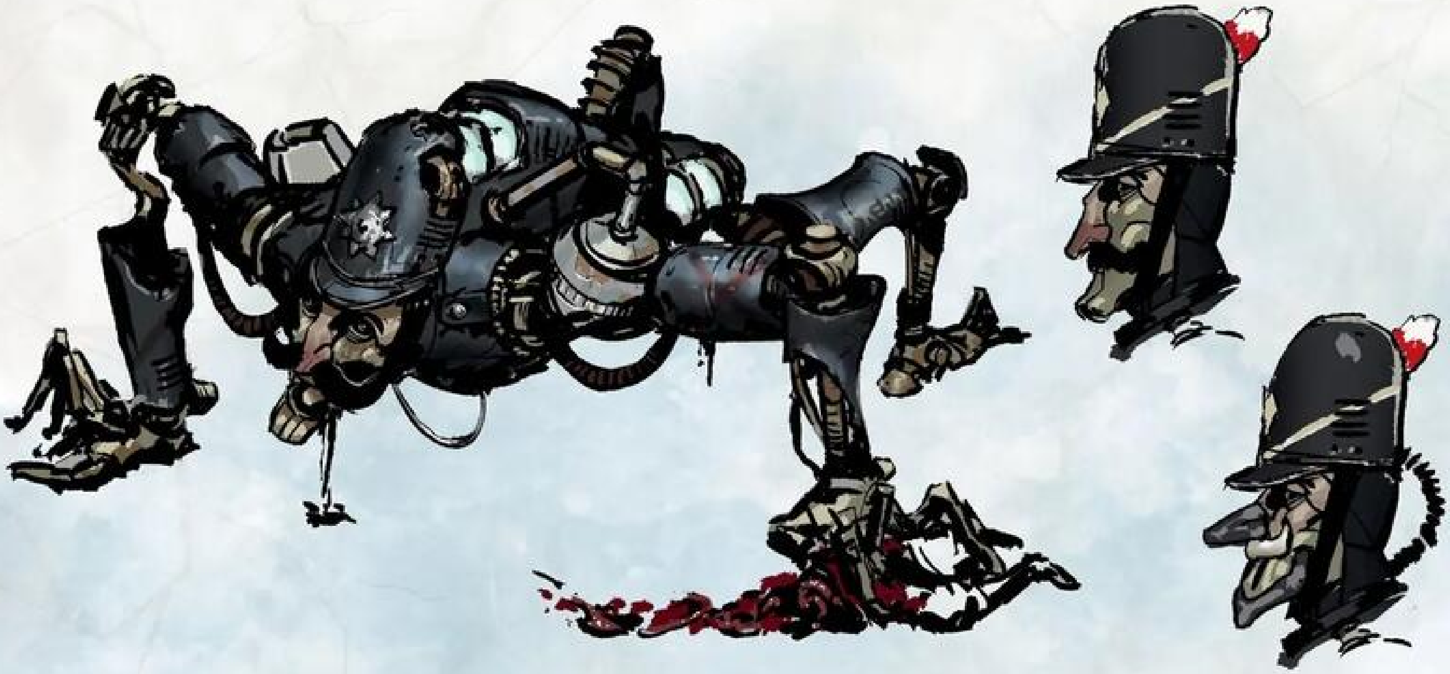

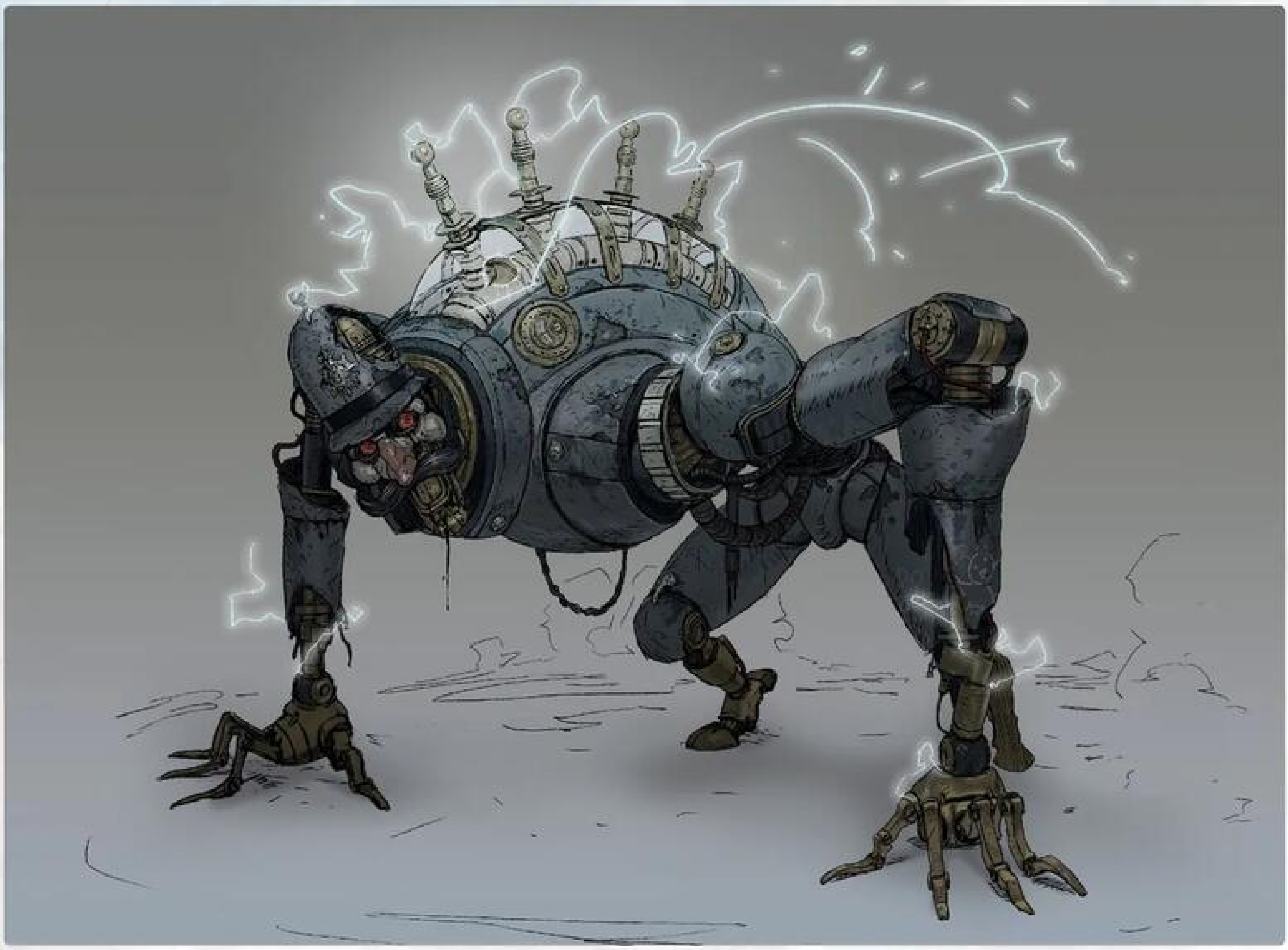

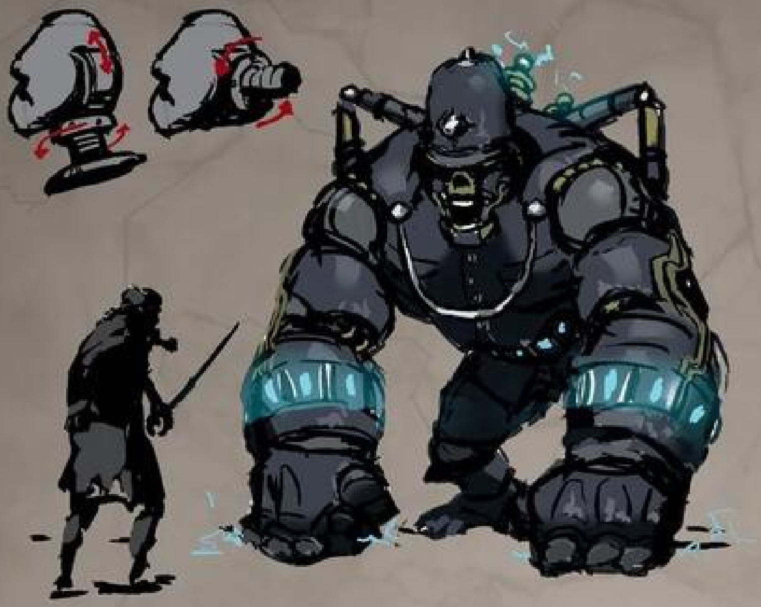

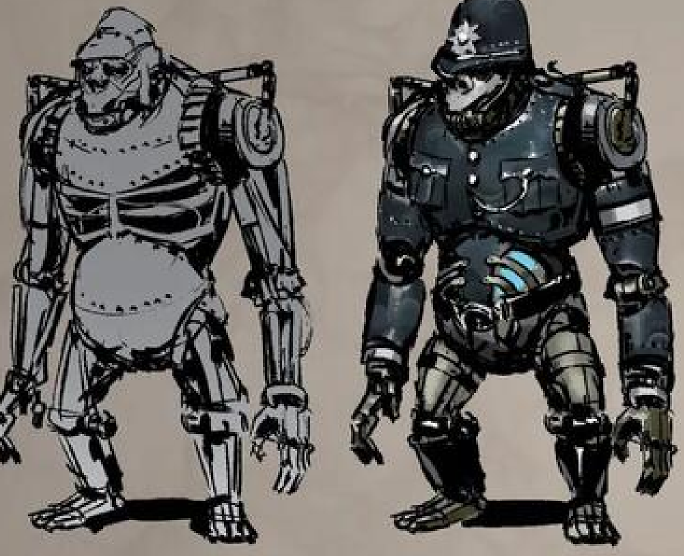

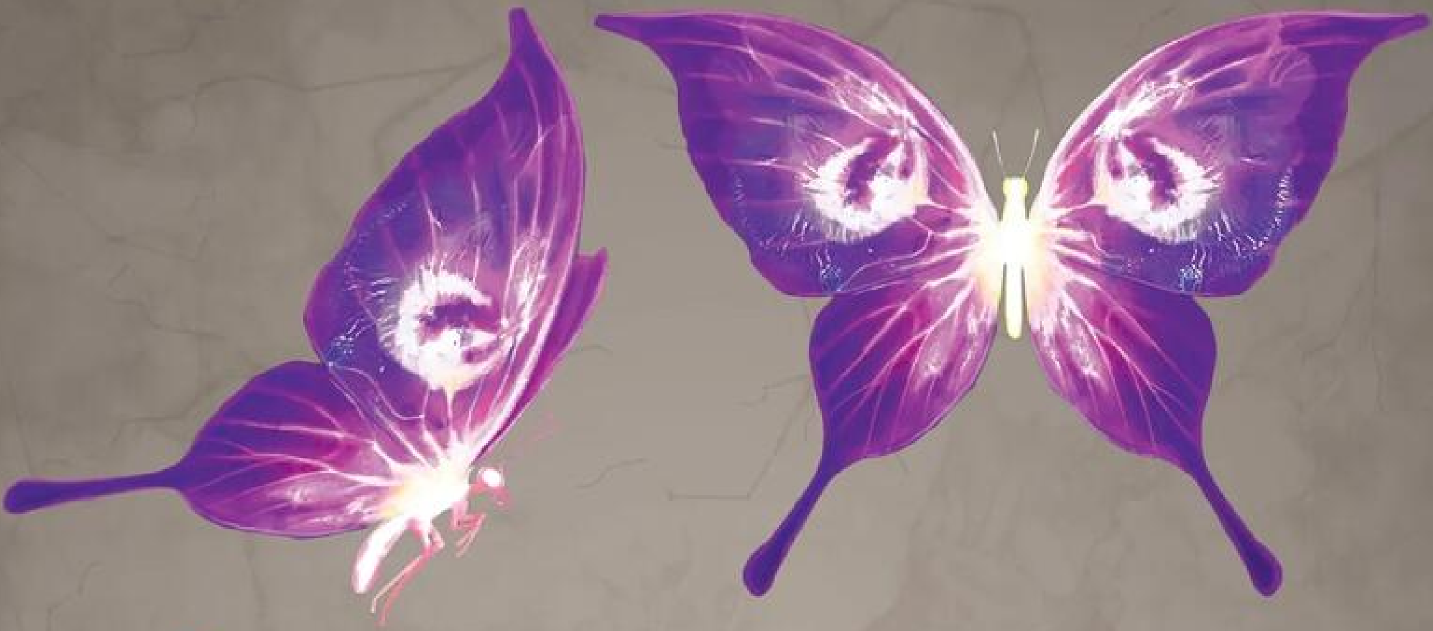

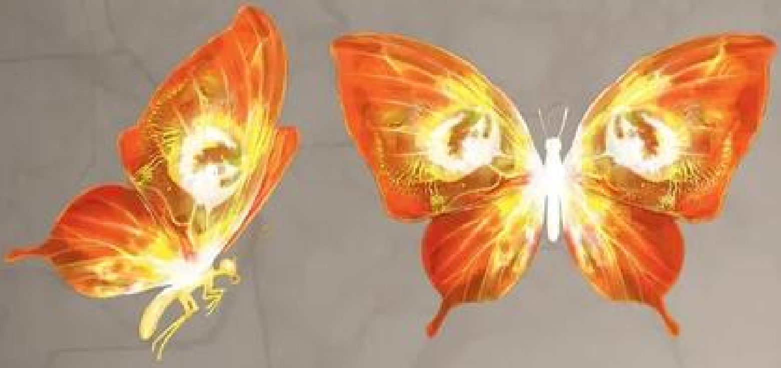

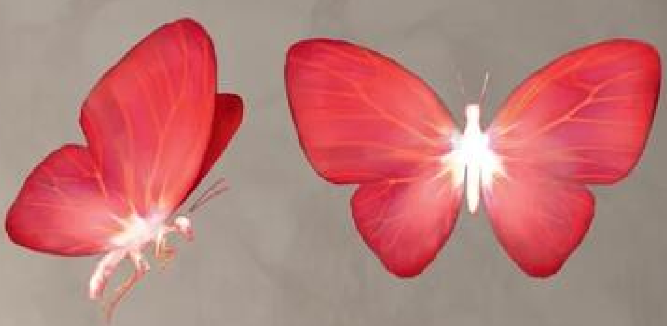

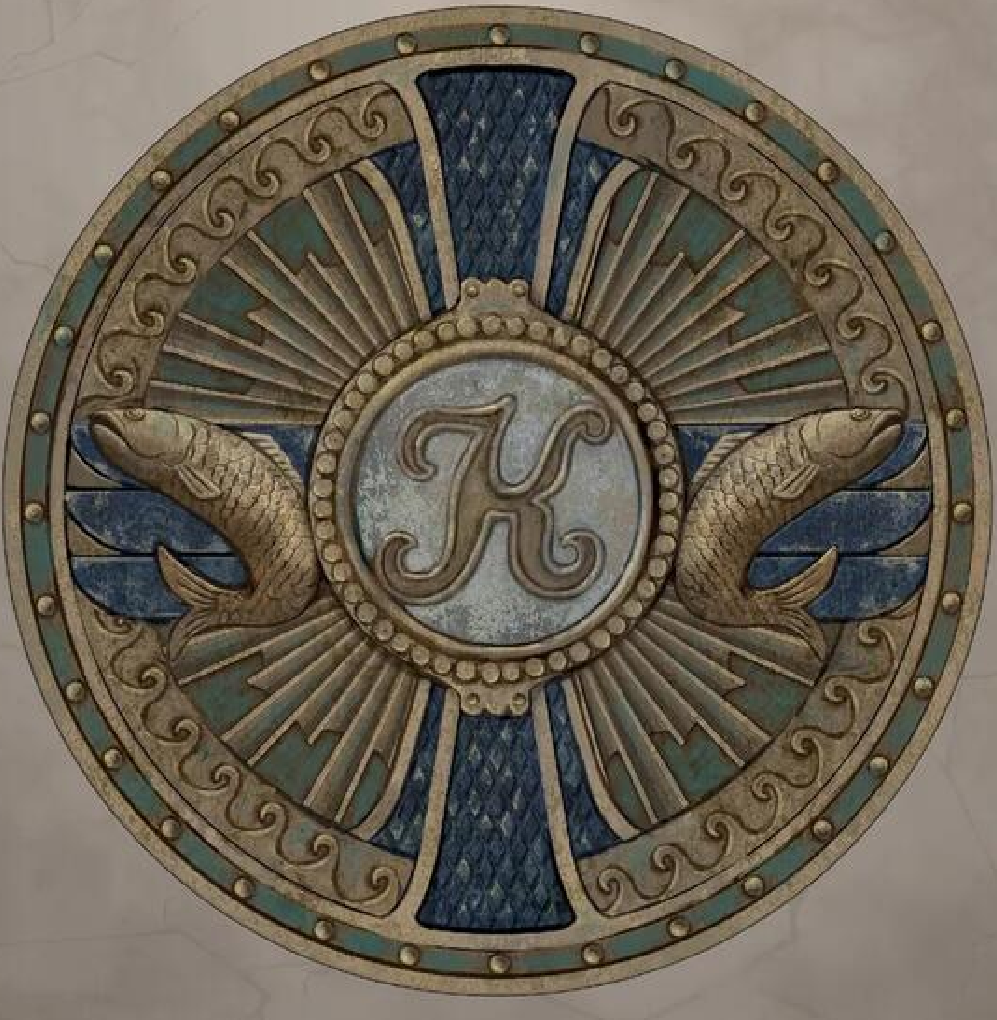
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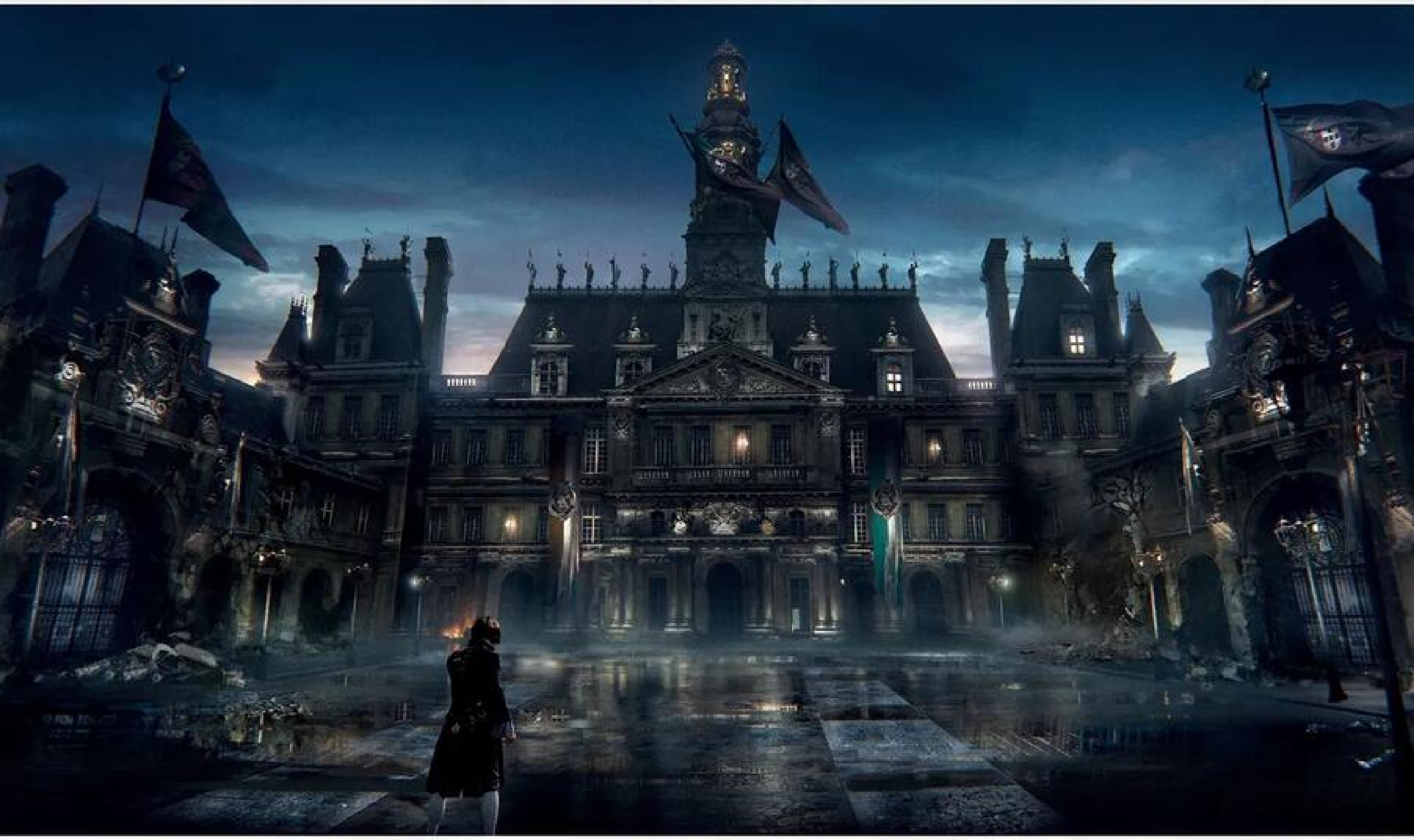
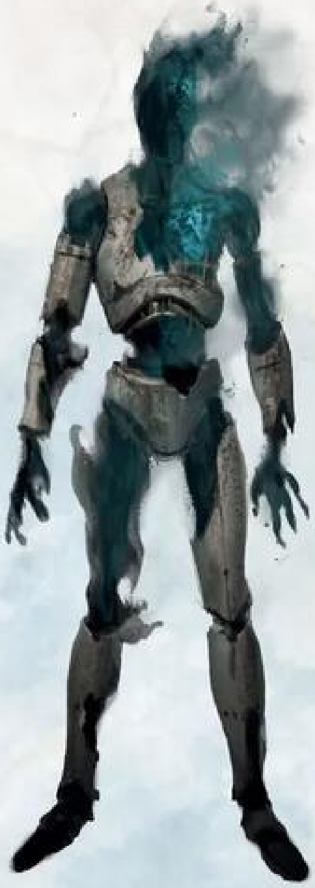
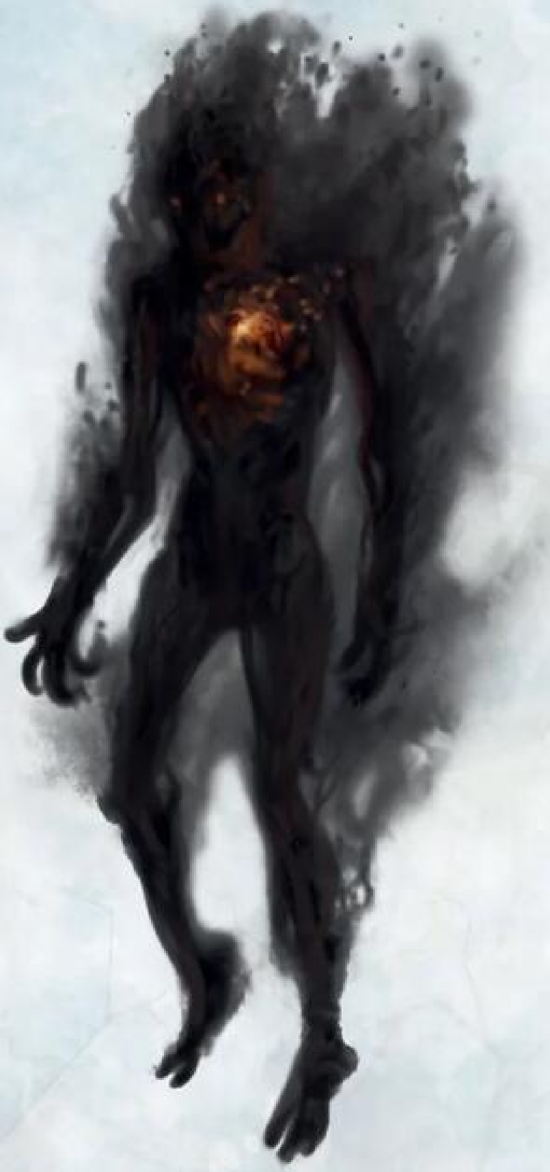
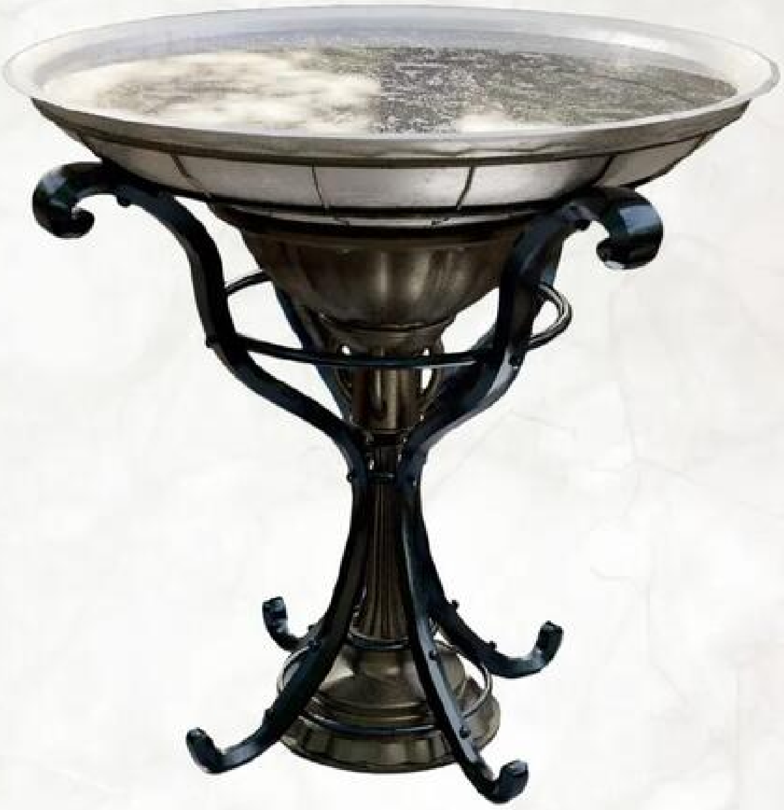
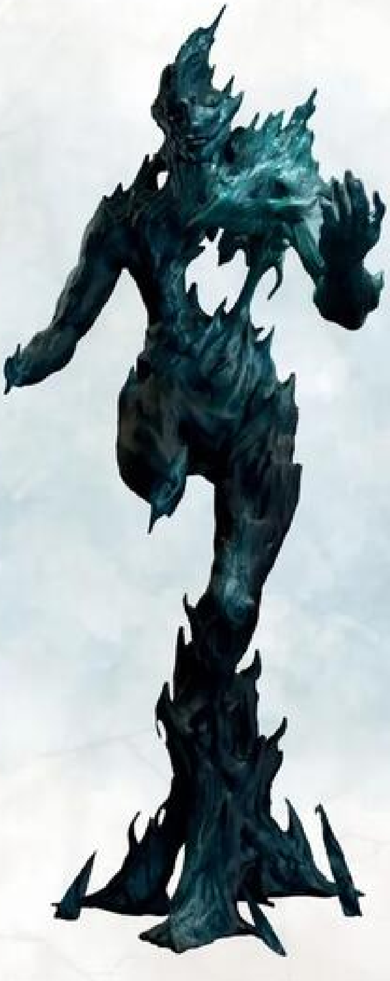
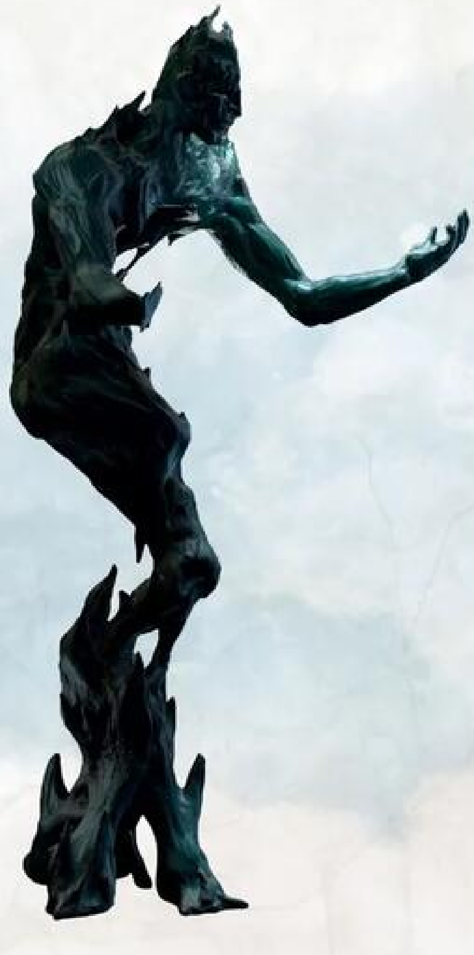


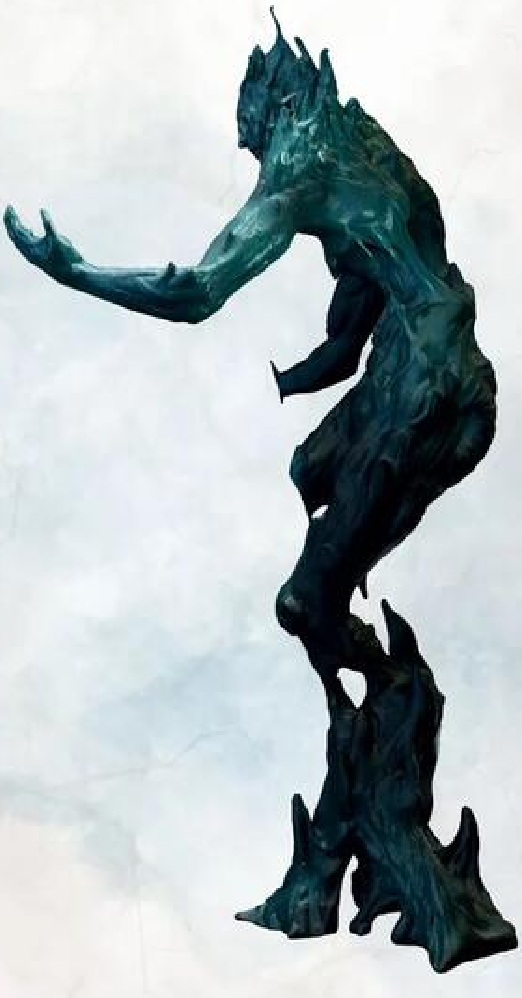












Chapter 4

VENIGNI WORKS

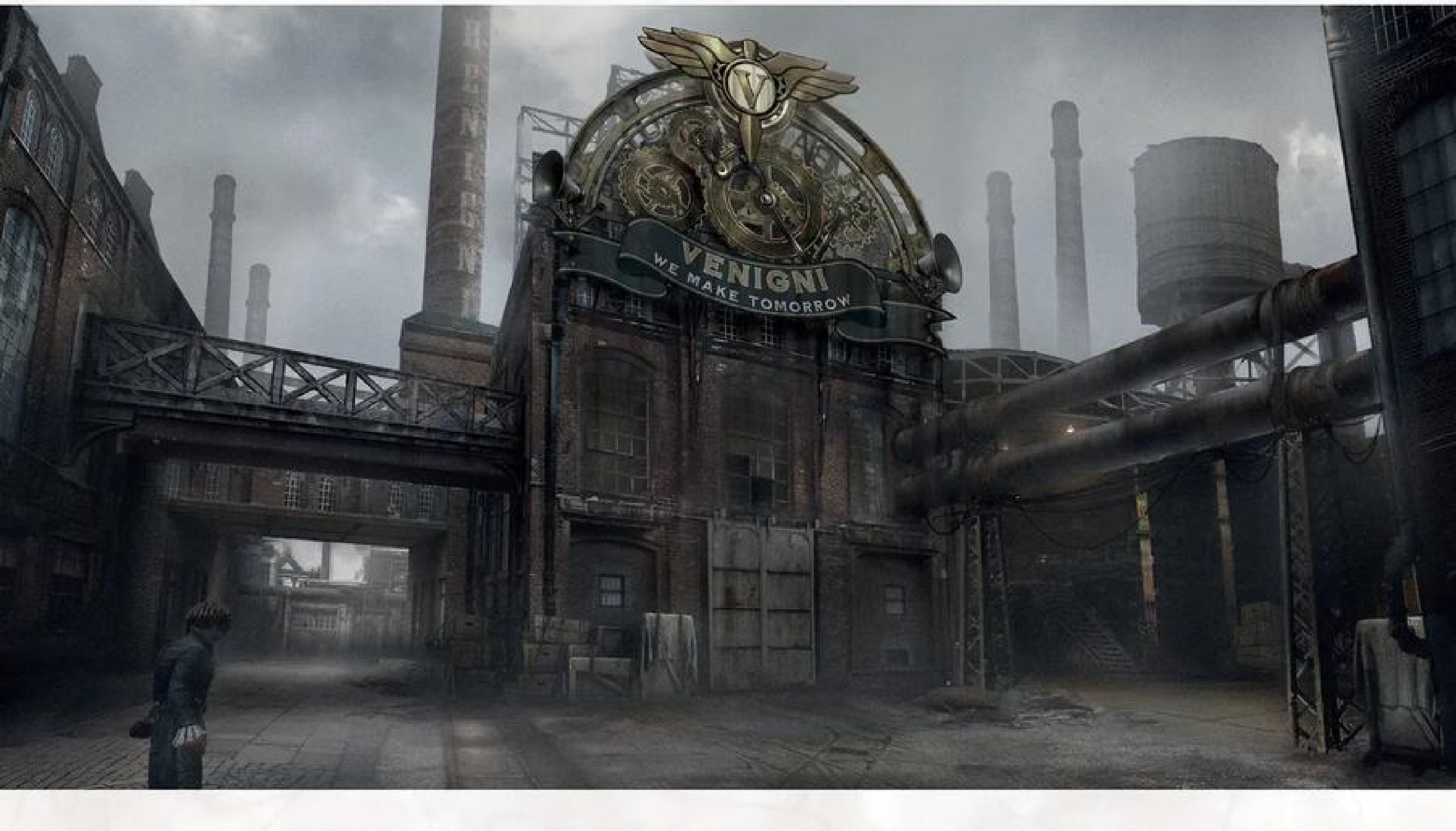
Also known as the crown prince of high society, Venigni is one of the most iconic characters in the city. It is hard for players not to notice this man and his striking haute couture look.

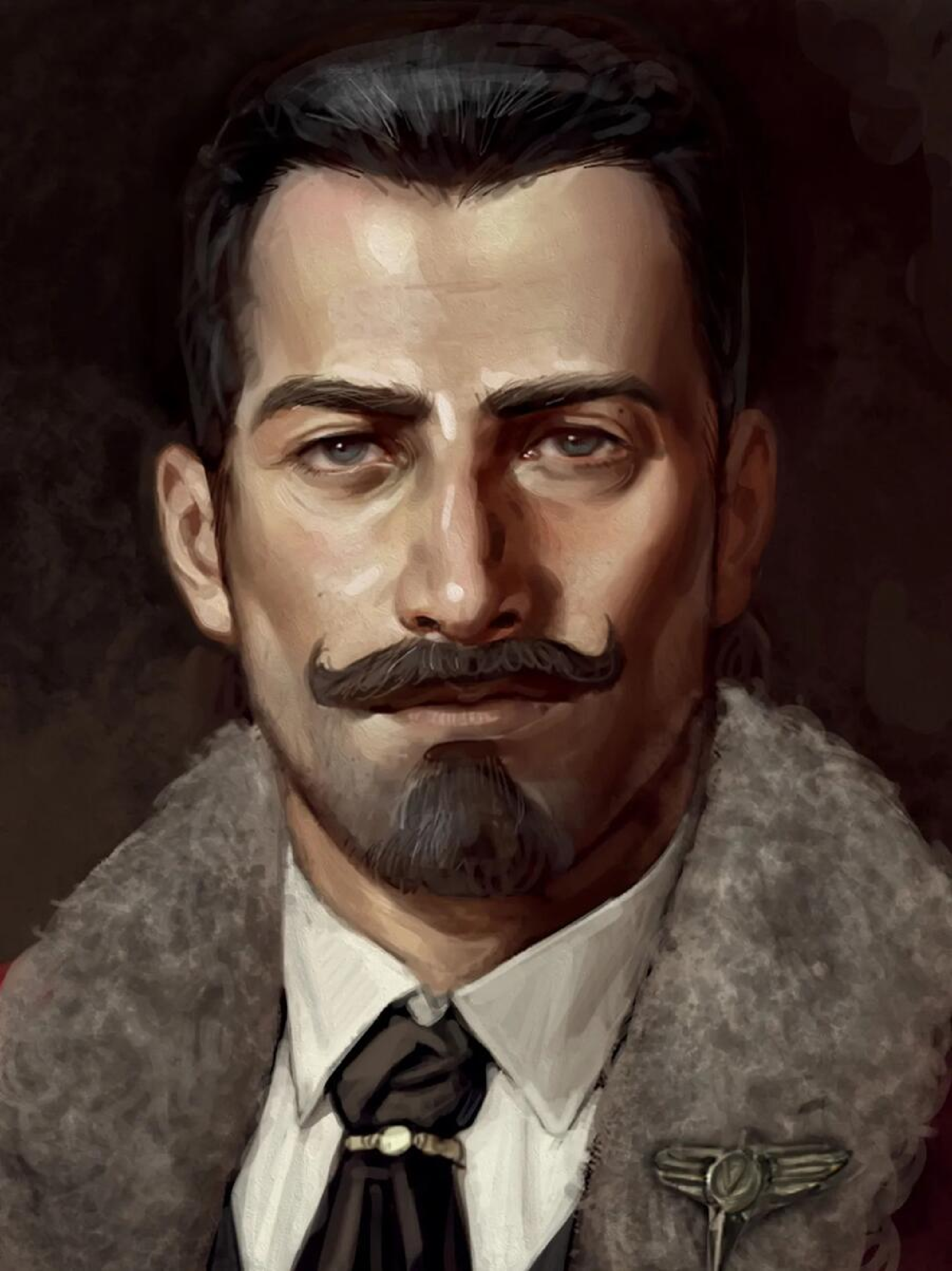
While his bold red coat may give a strong first impression, Venigni is actually a brilliant inventor and a very talented entrepreneur.

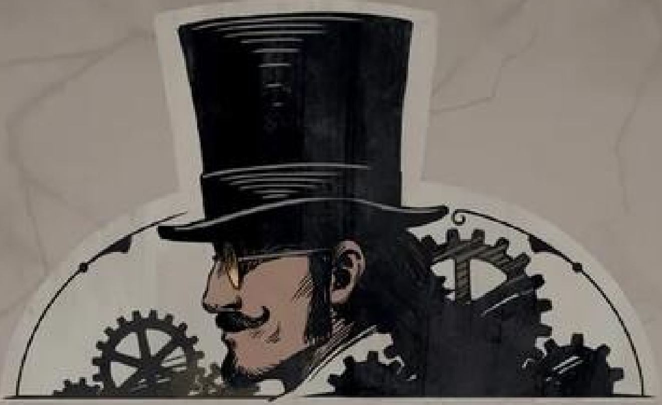
In keeping with the motto of Venigni Works, "We make tomorrow," just about everything you see in the city of Krat has come from the sleepless factory. When you take a closer look at the heart of Krat pumping energy through the city, don't miss the artistic details hidden inside. And beware of mysterious figures lurking in the dark waiting for you.

Past all the brick walls, brass fixtures, and maze-like paths full of steel pipes awaits the boss of the undying flame, Fuoco. Its name was inspired by the puppet master Mangiafuoco (which means "fire eater") from the original *The Adventures of Pinocchio*. Step into the lair of Fuoco and find out why this furnace boasts the title of "King's Flame."

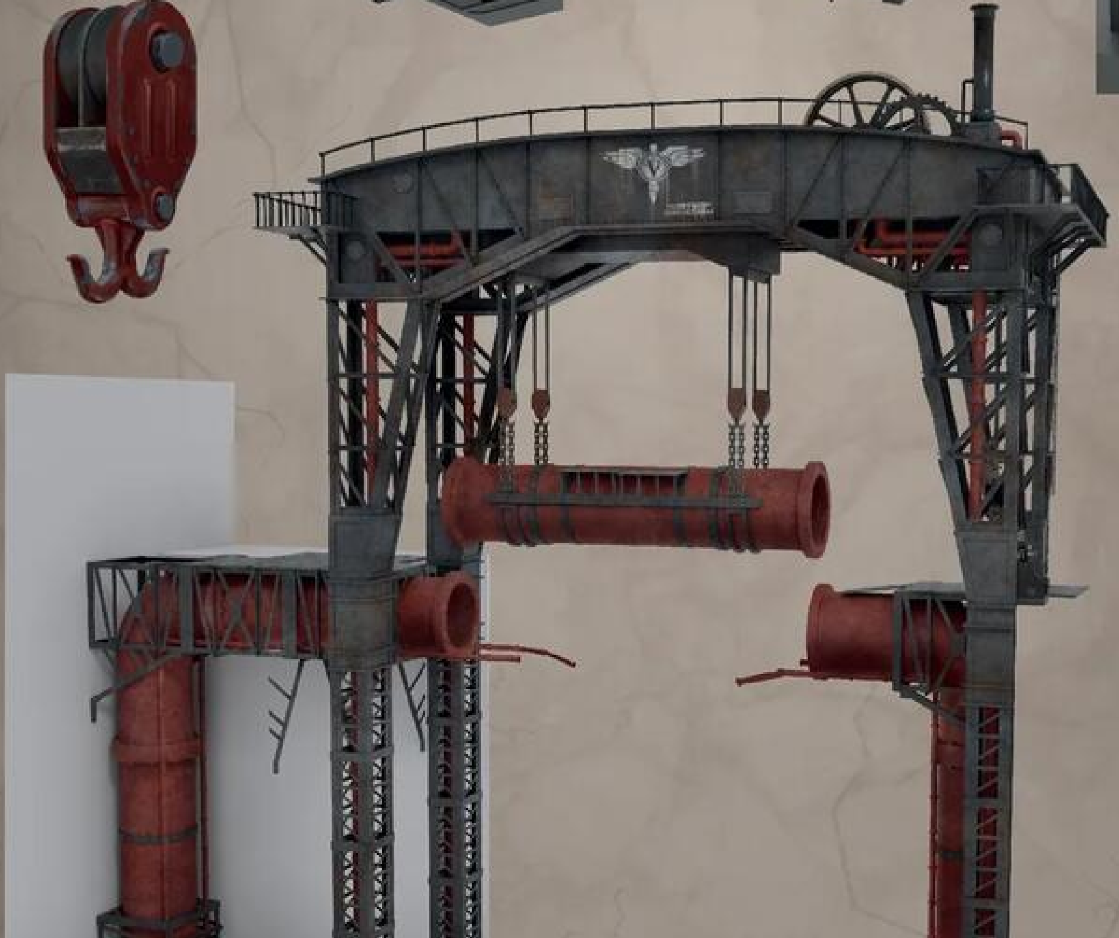
V
VENIGNI
WE MAKE TOMORROW

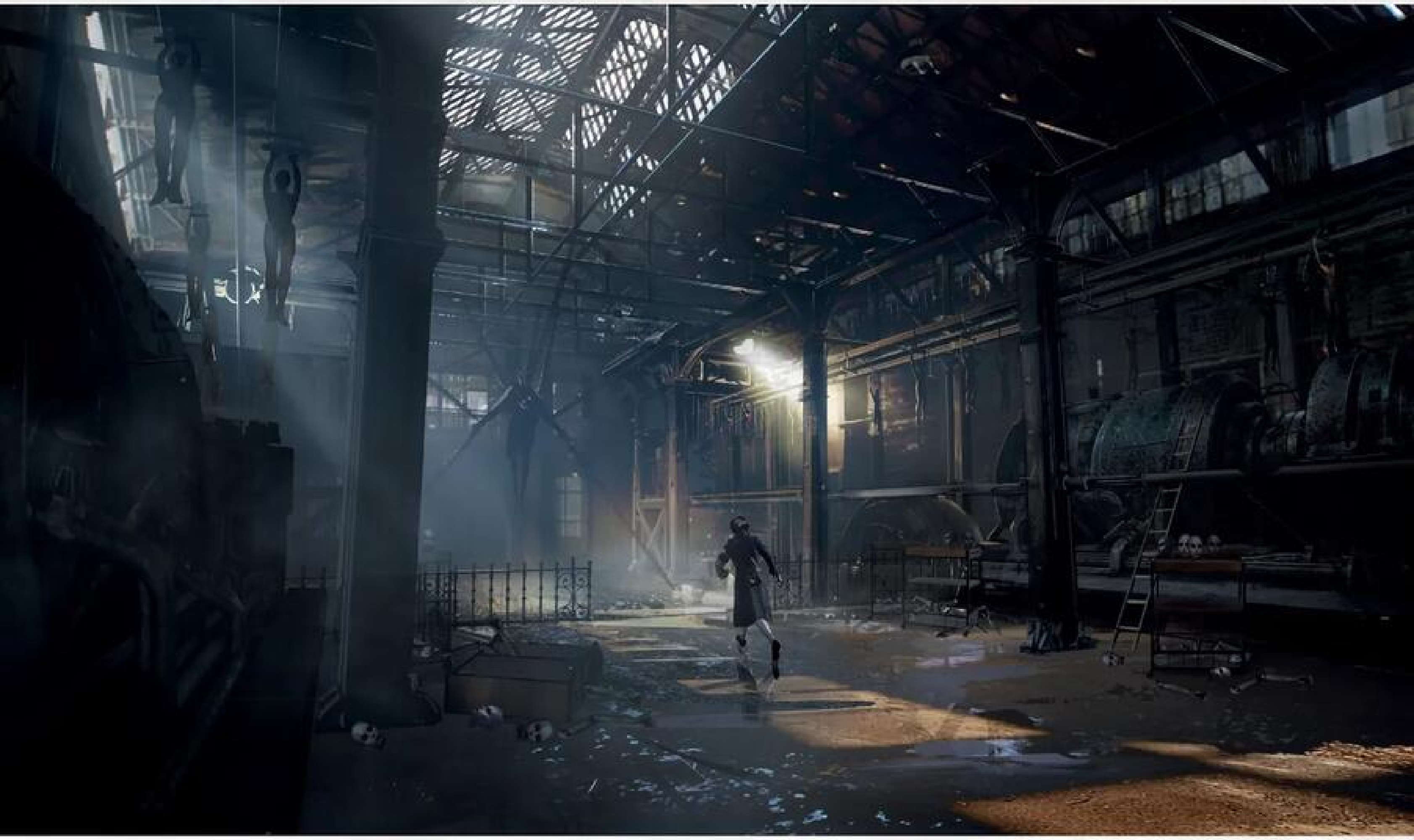


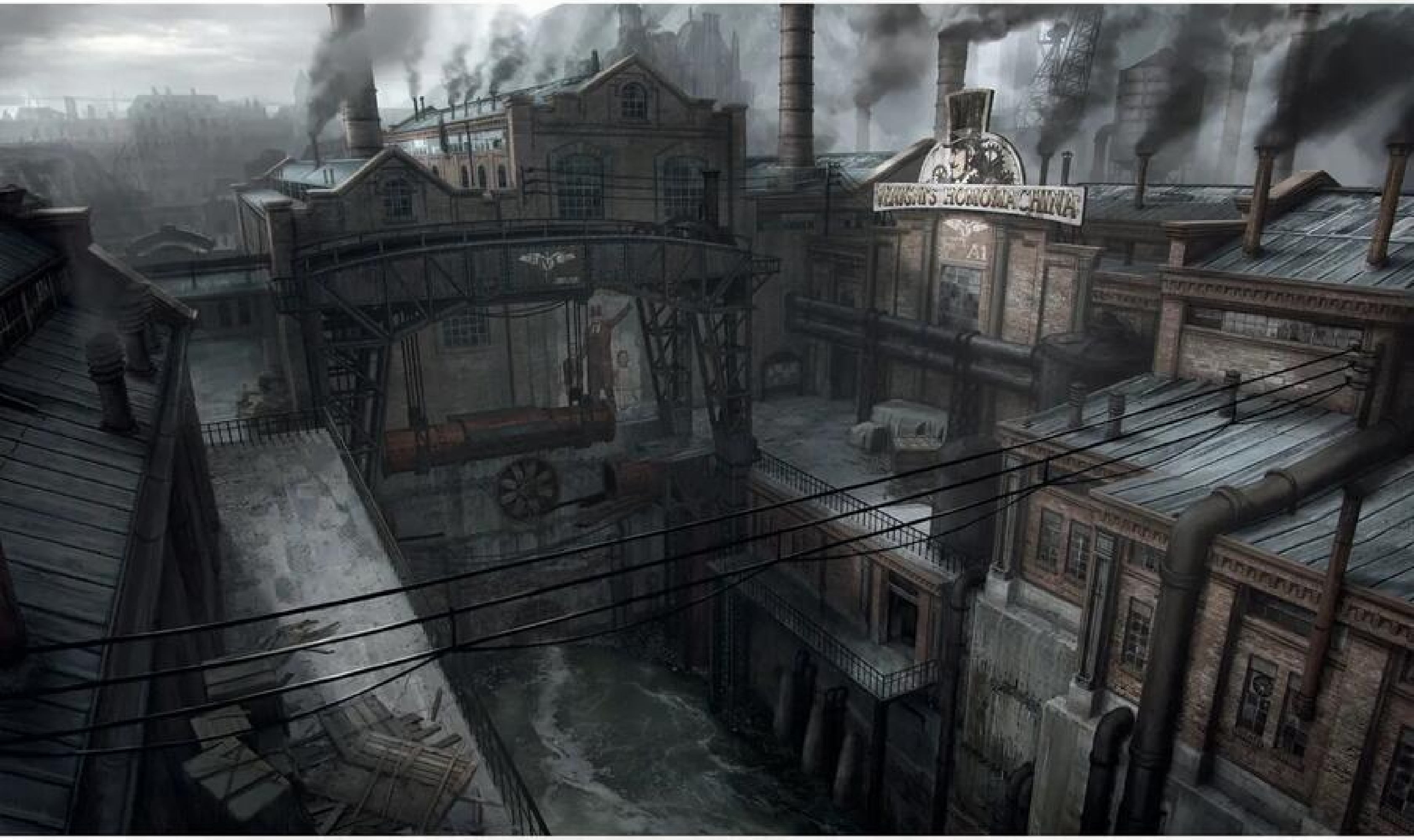




VENIGNI'S HOMOMACHINA






HOMO MACHINA
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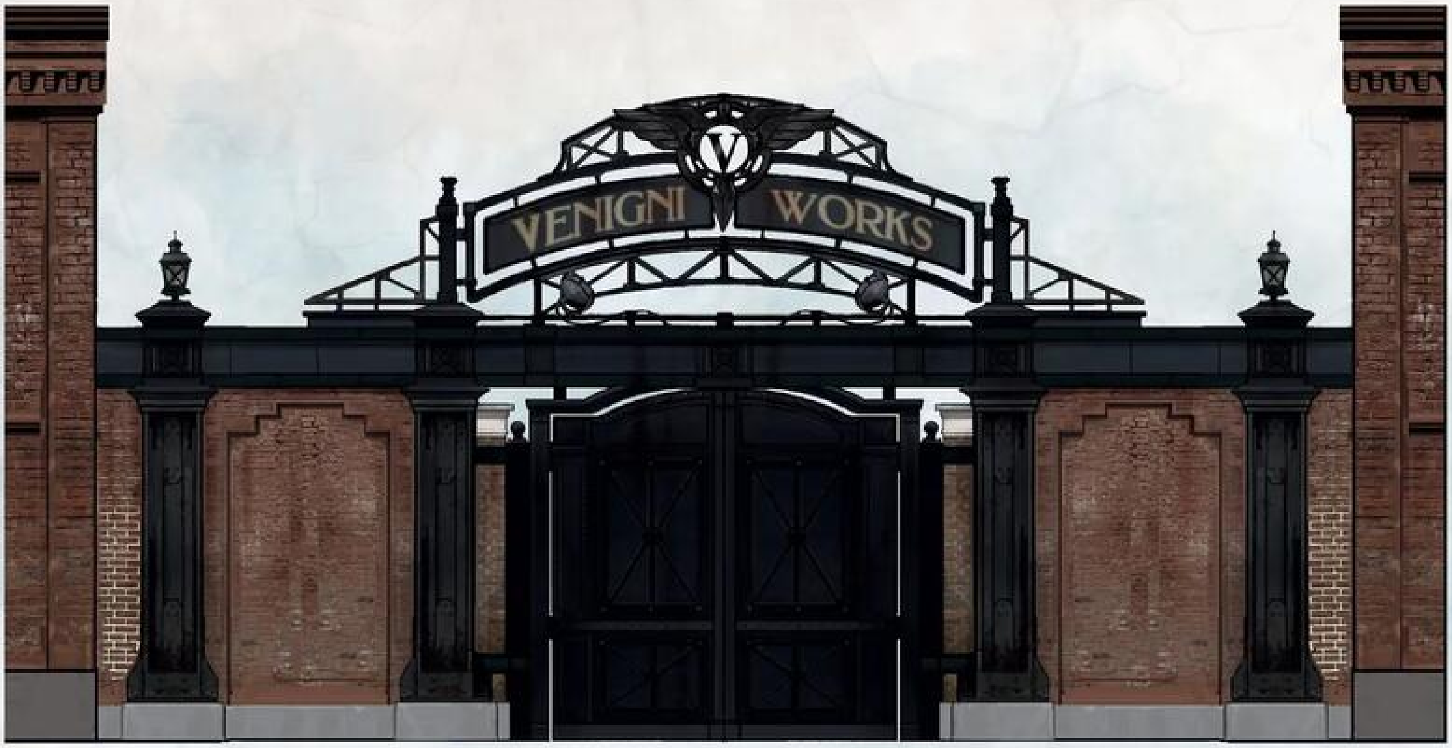
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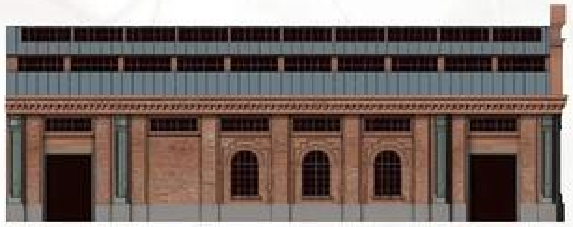

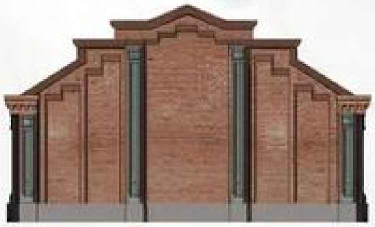

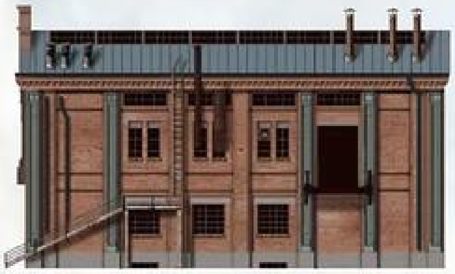

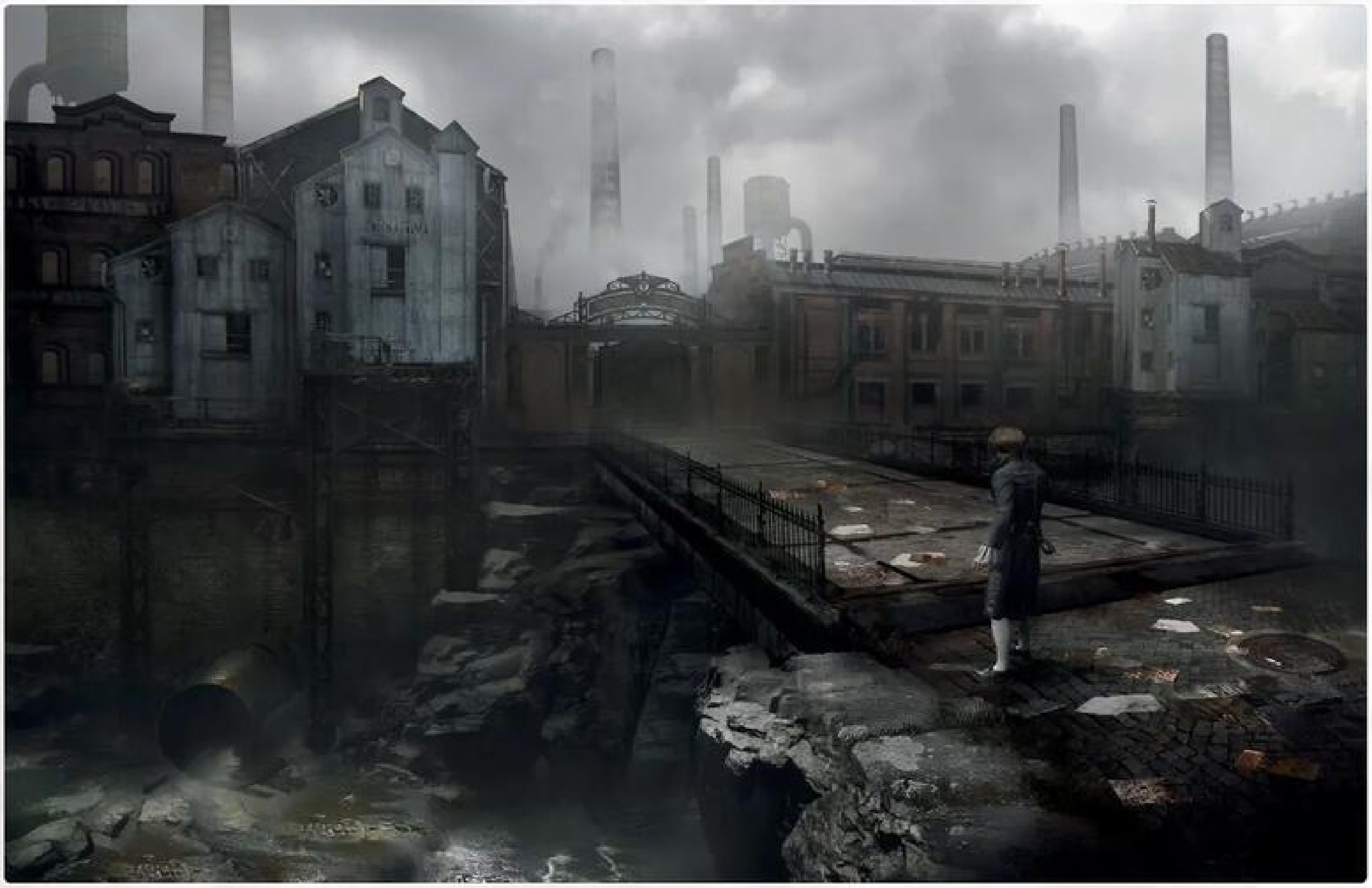

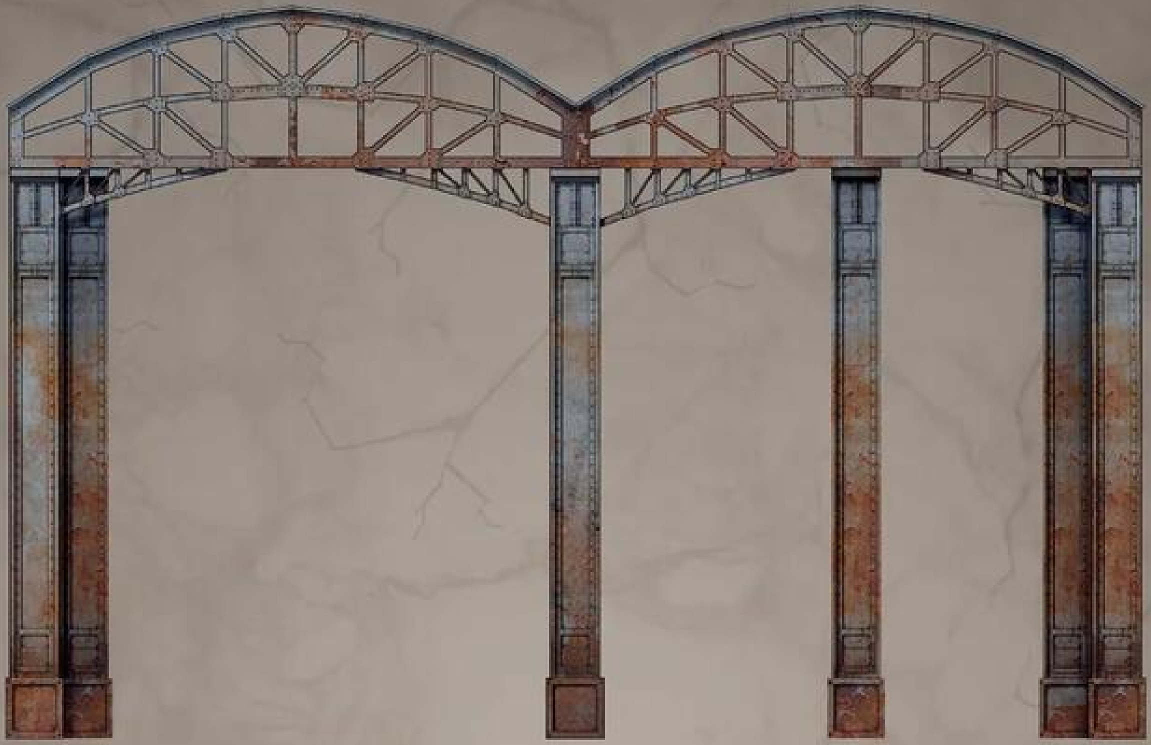

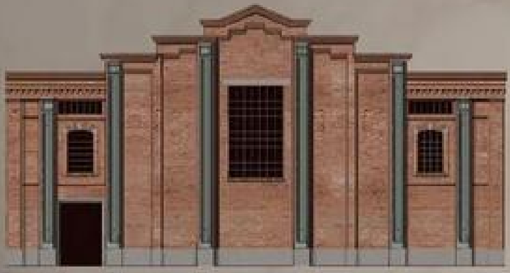

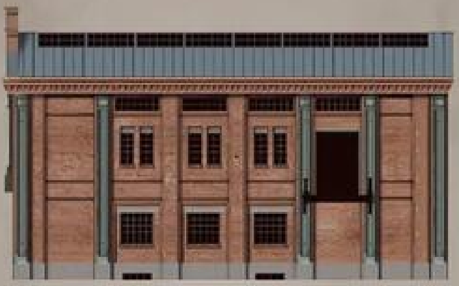

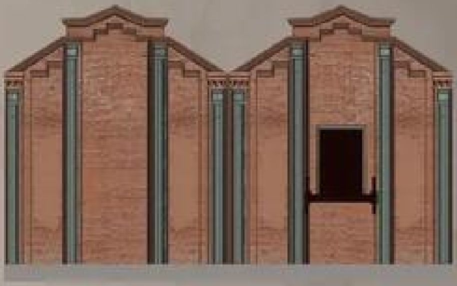

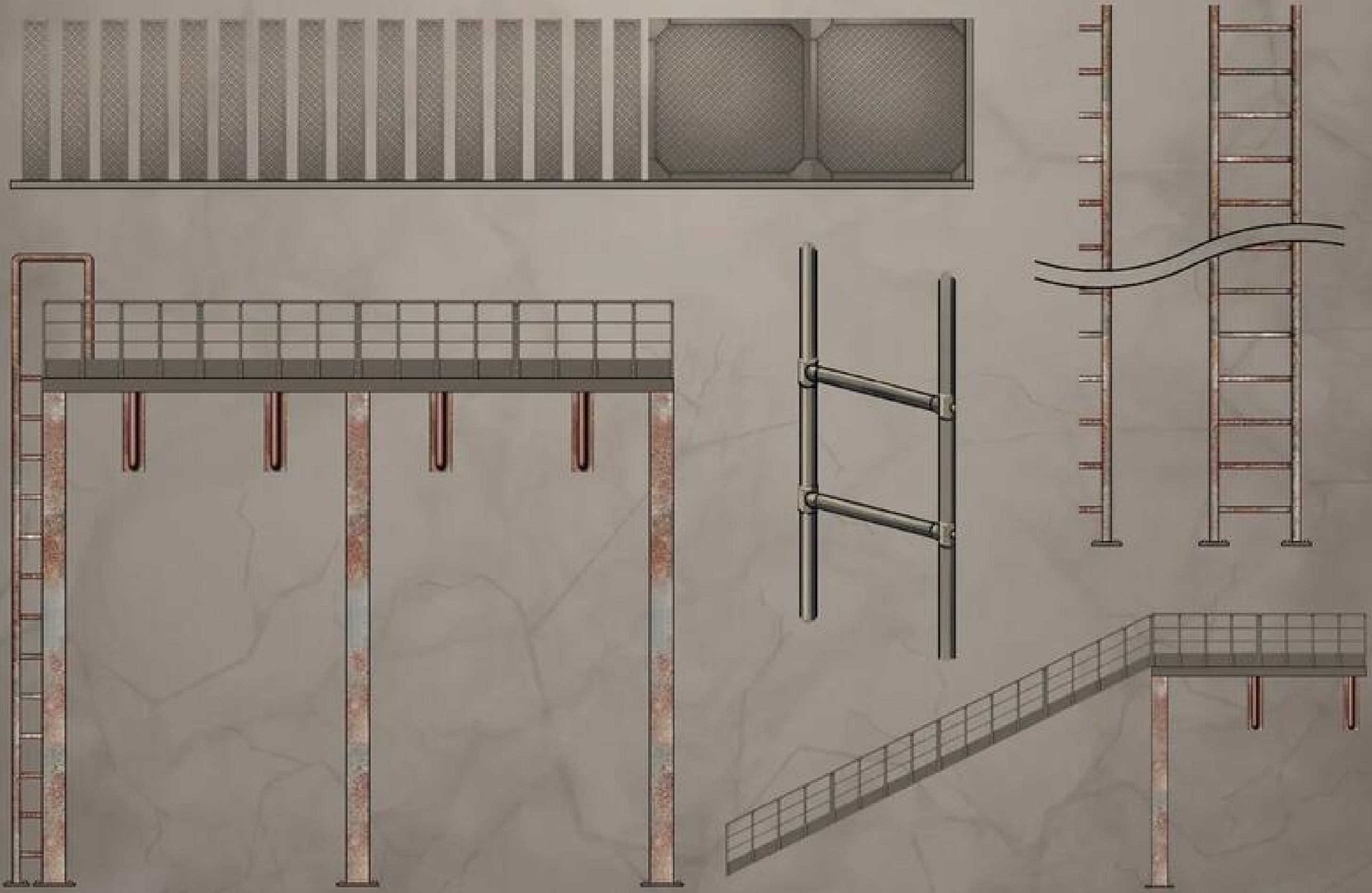

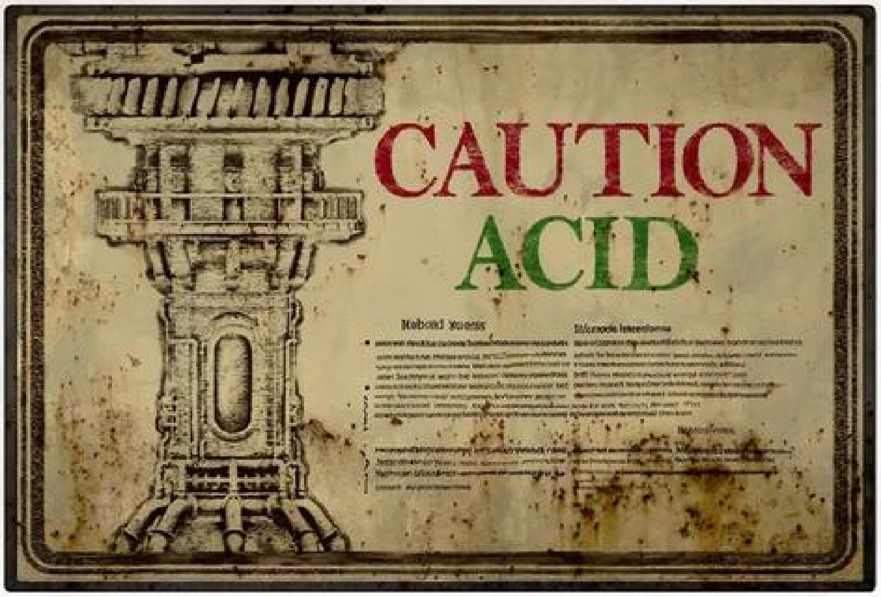
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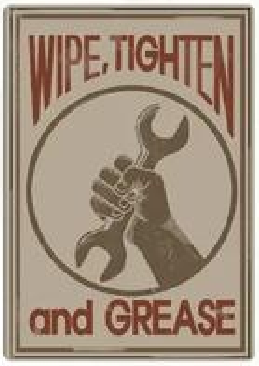
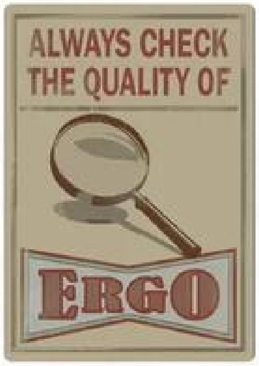
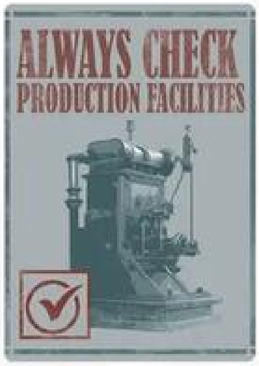
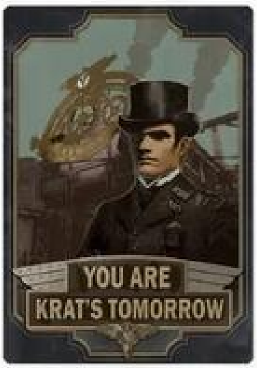
ACID


WIPE, TIGHTEN
and GREASE


ALWAYS CHECK
THE QUALITY OF
ERGO


ALWAYS CHECK
PRODUCTION FACILITIES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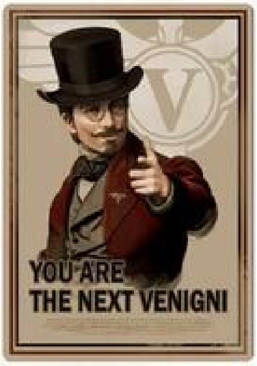
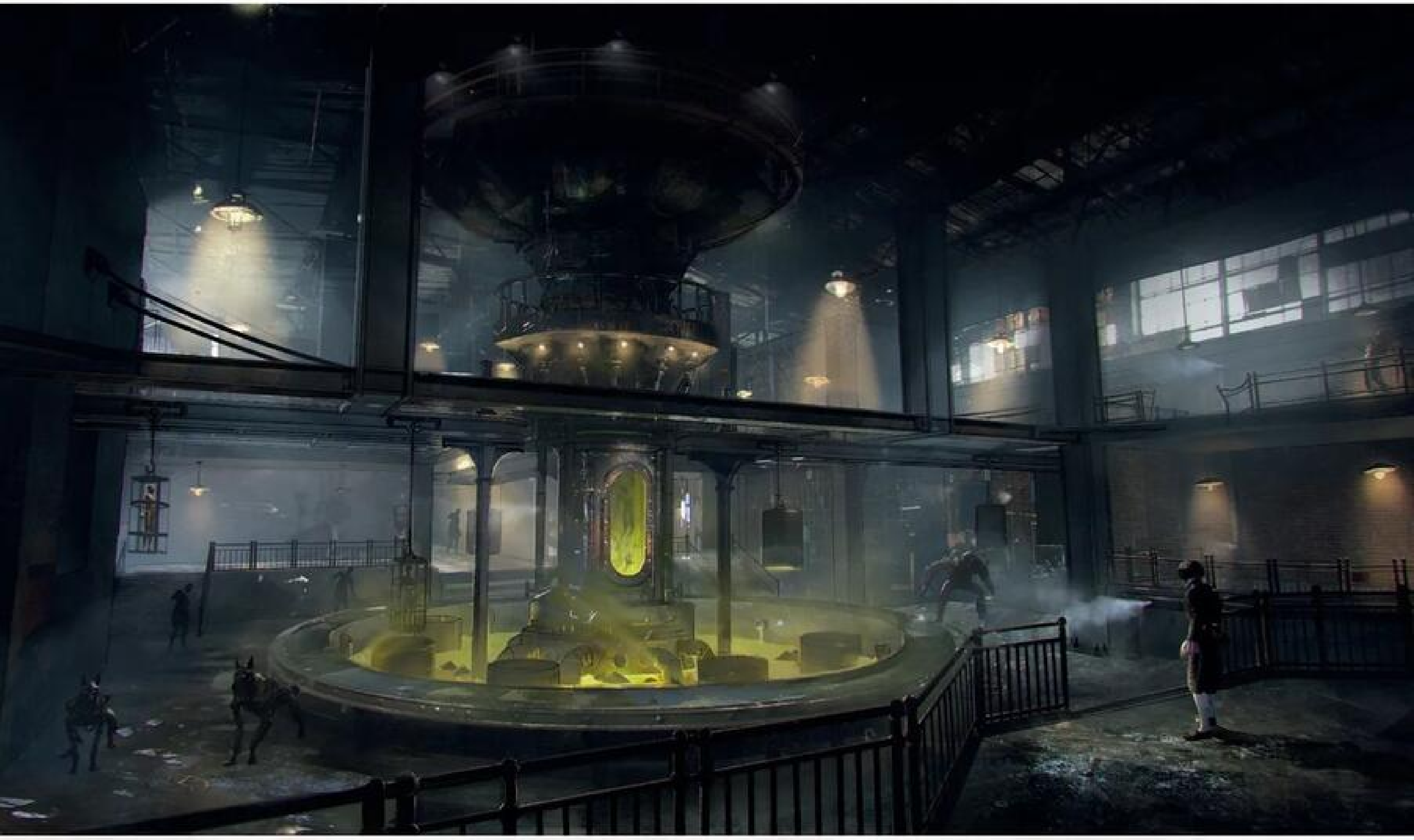
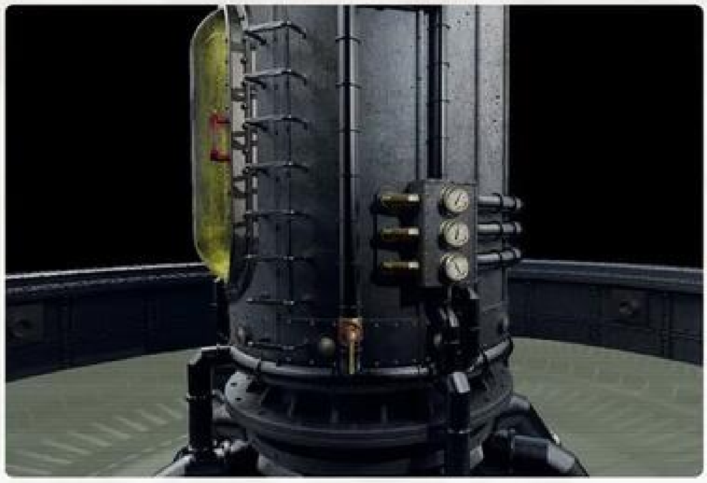
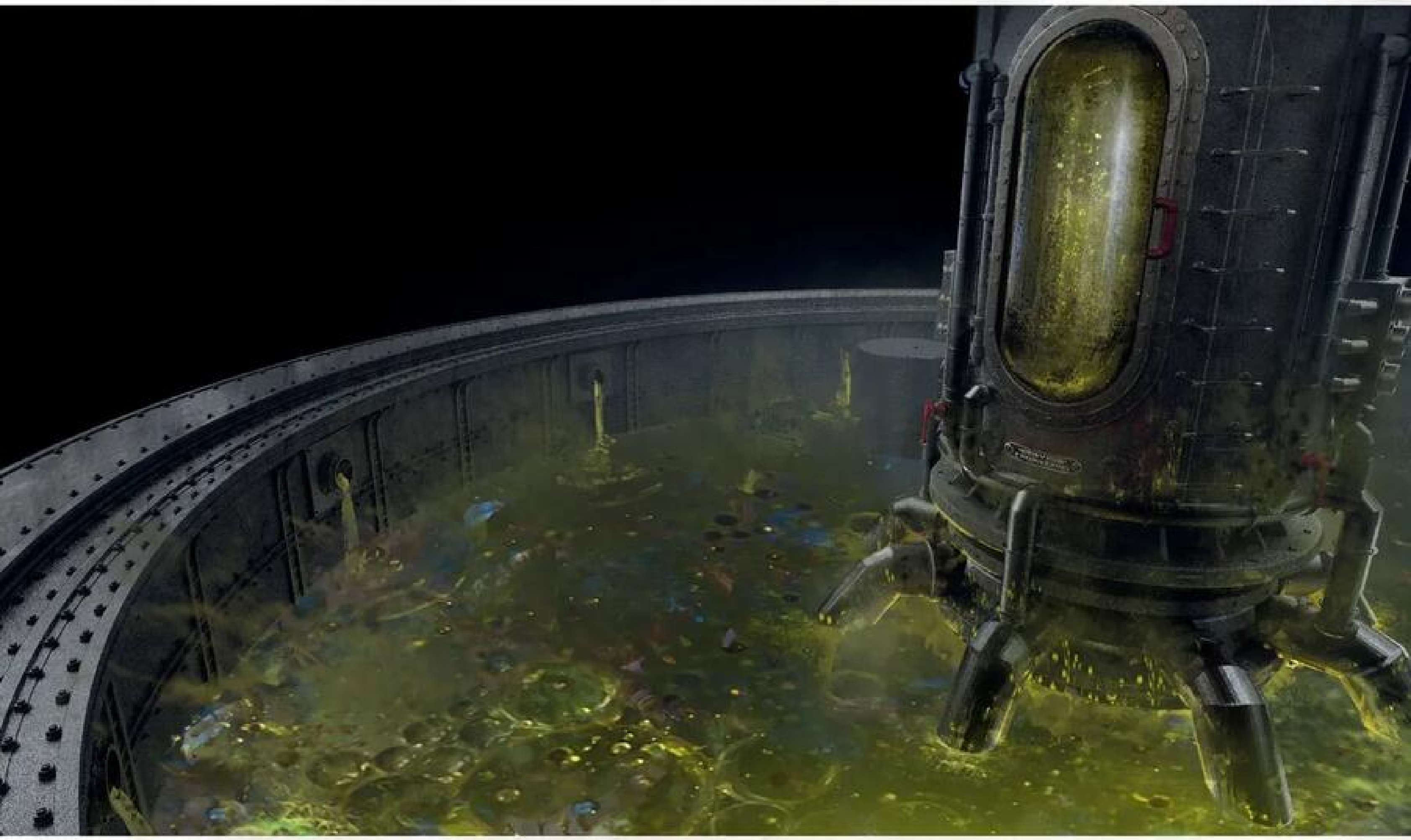
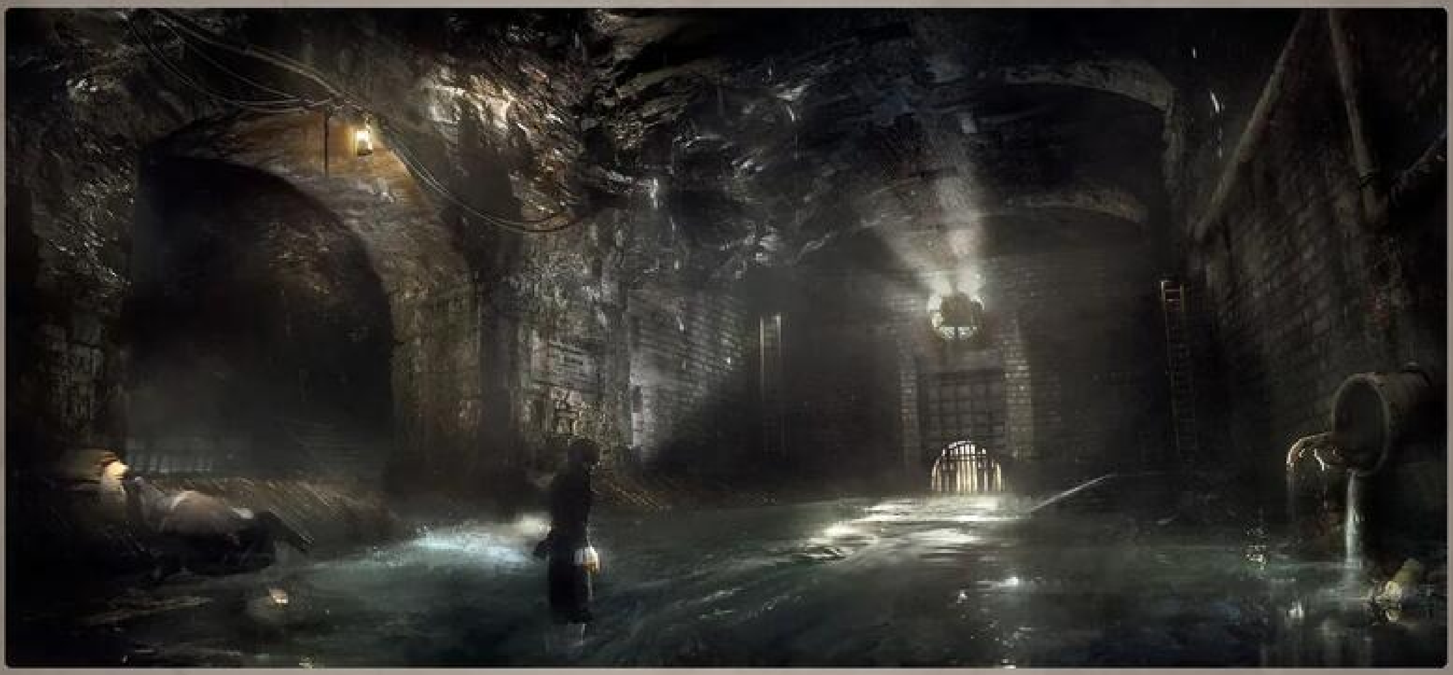
KRAT'S TOMORROW

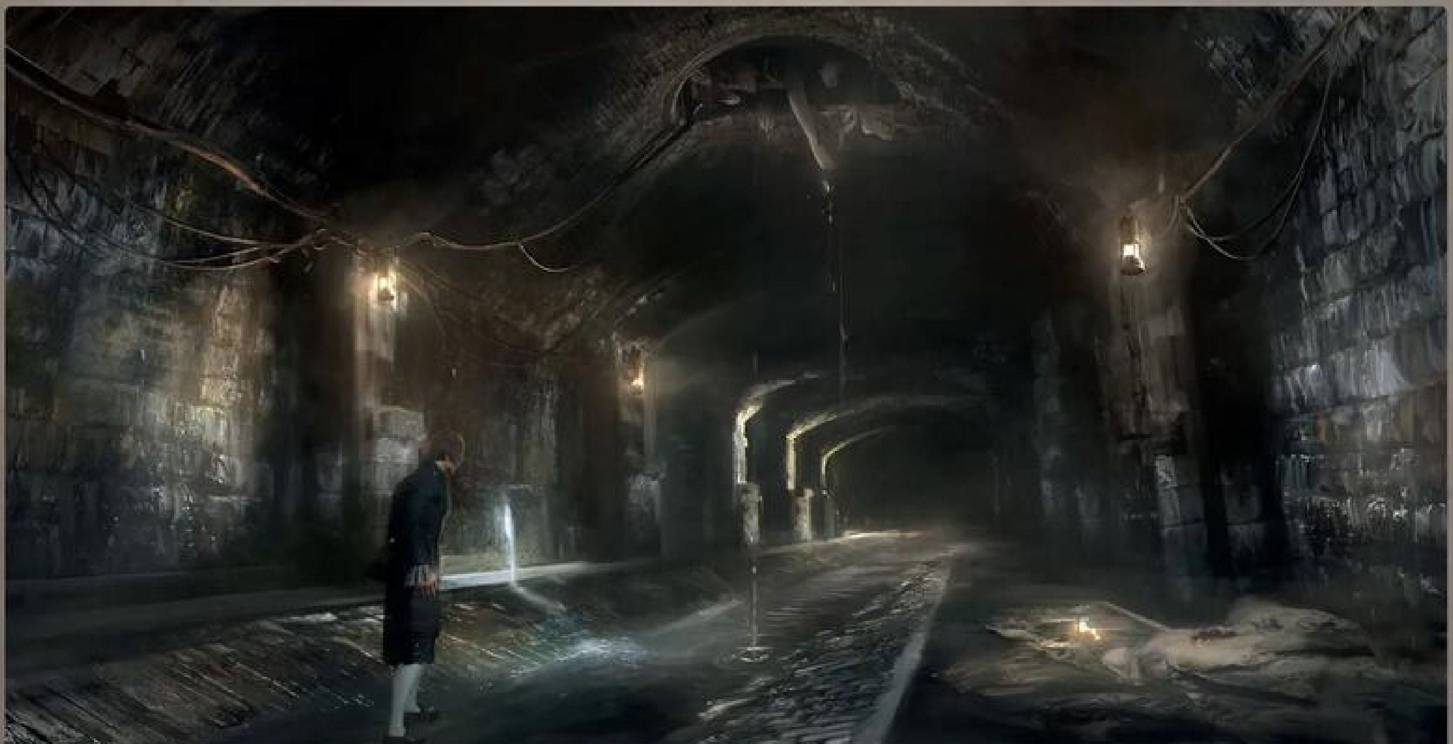

V
YOU ARE
THE NEXT VENIGNI











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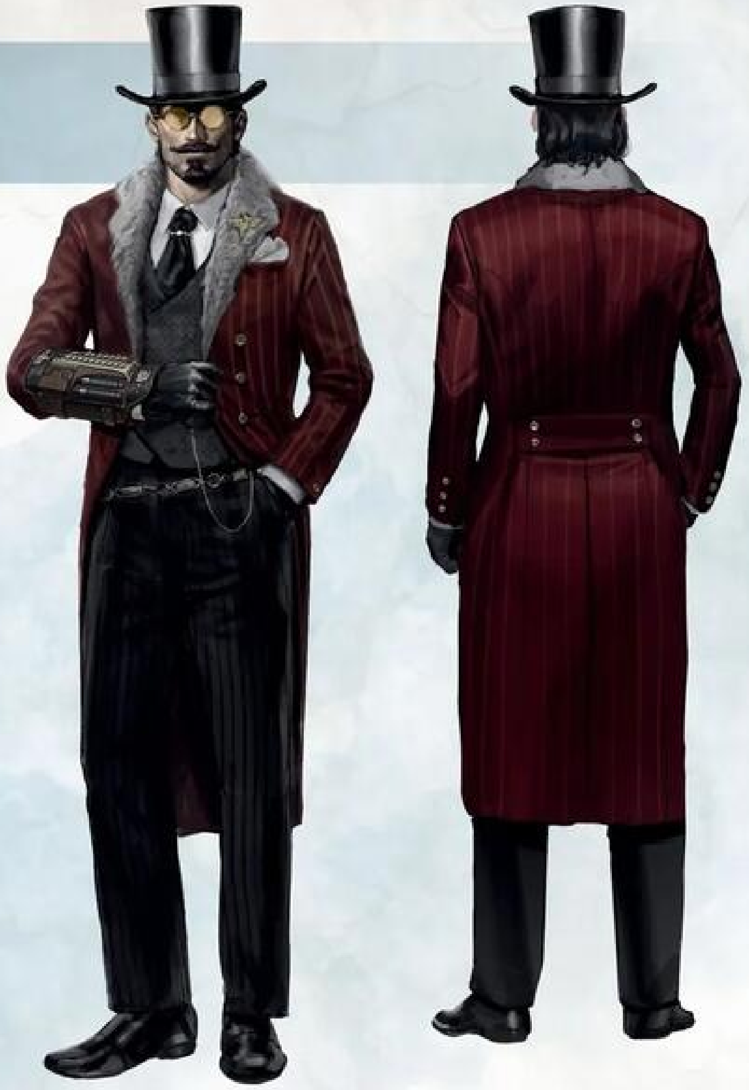
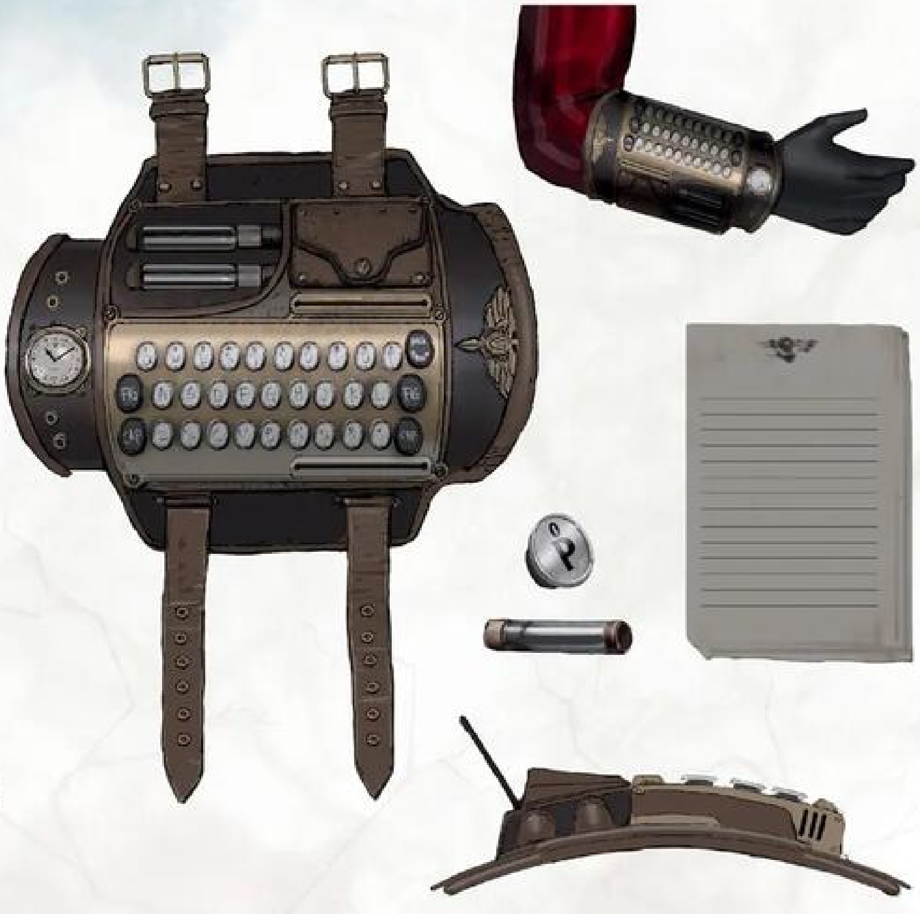
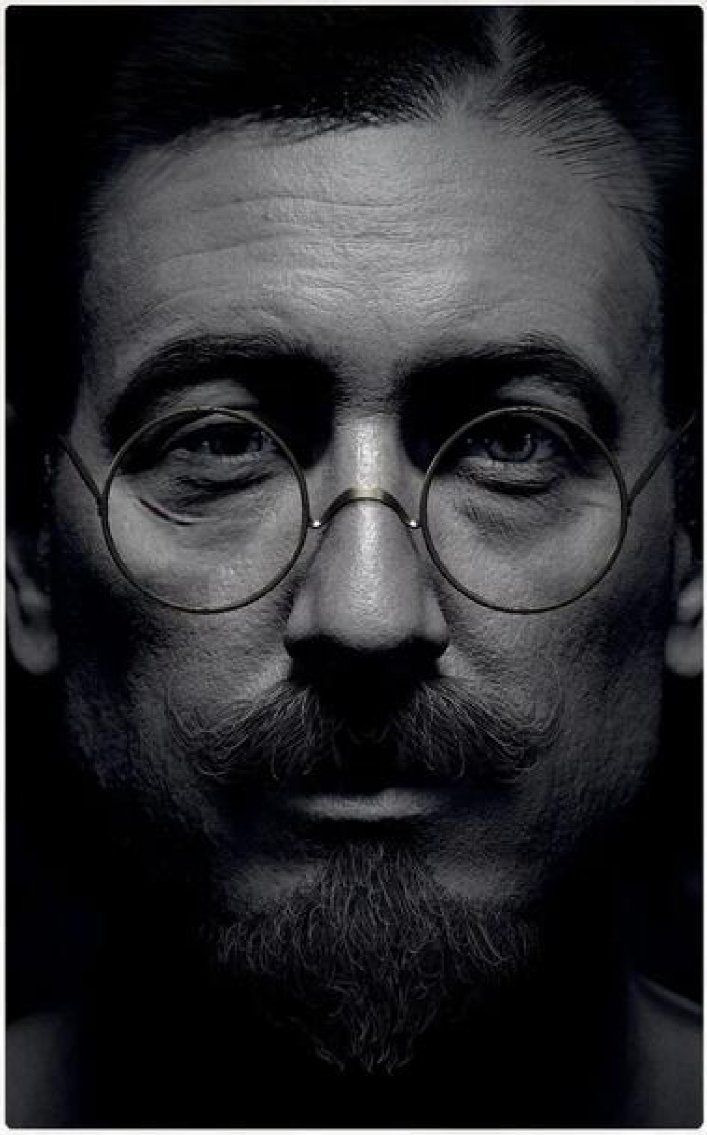
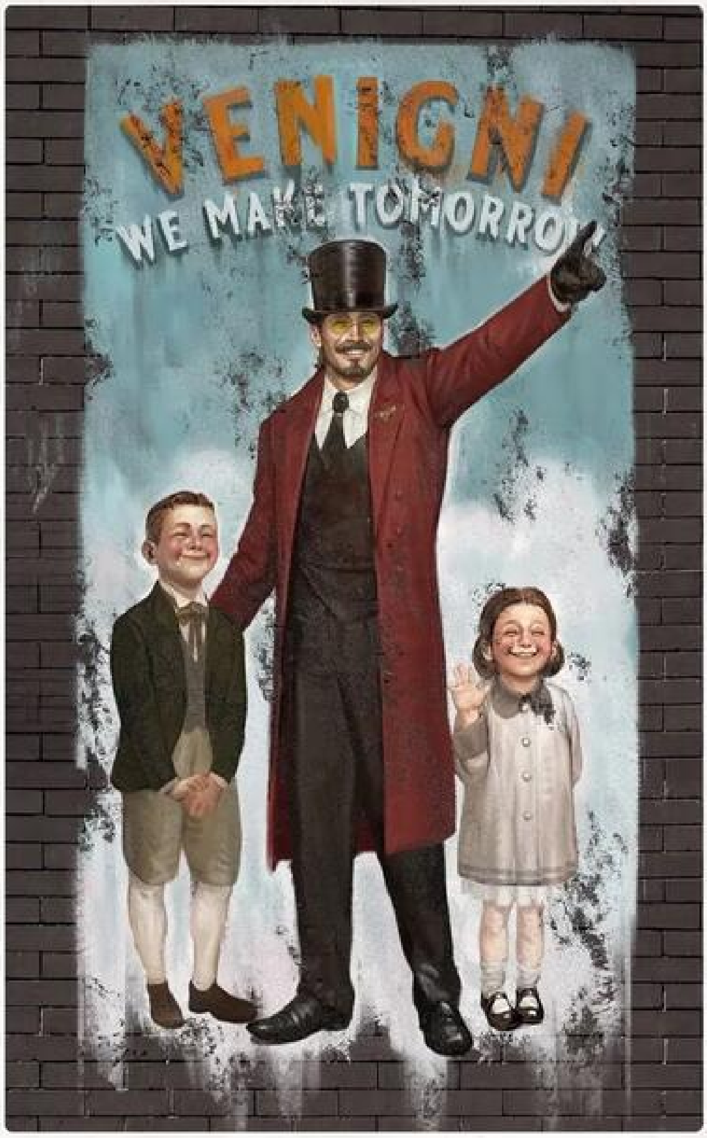


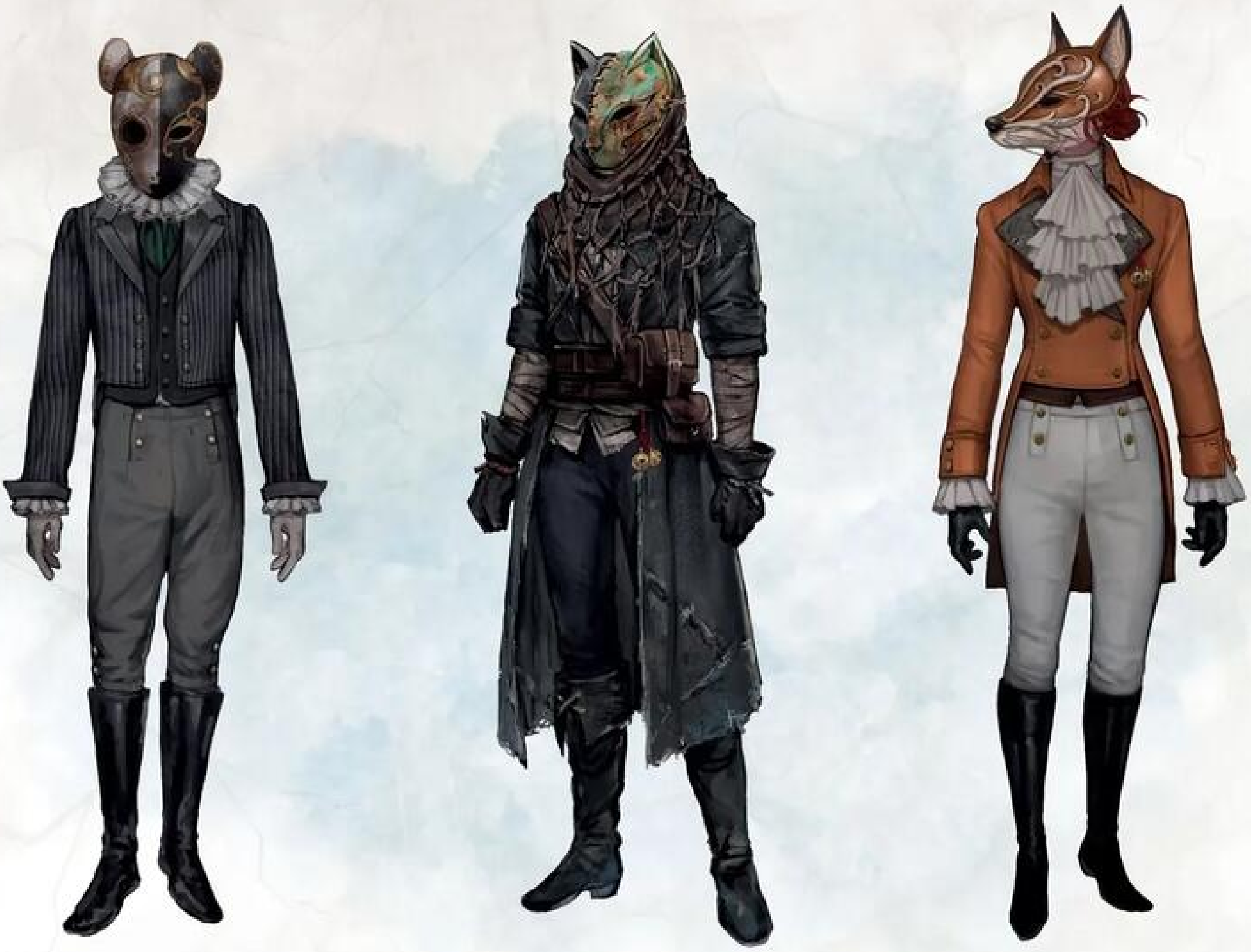






VENIGNI
WE MAKE TOMORROW

TOMORROW



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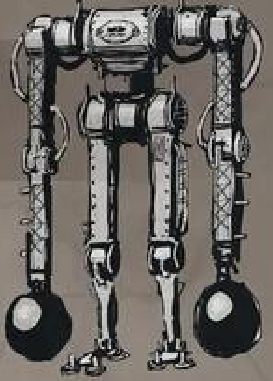

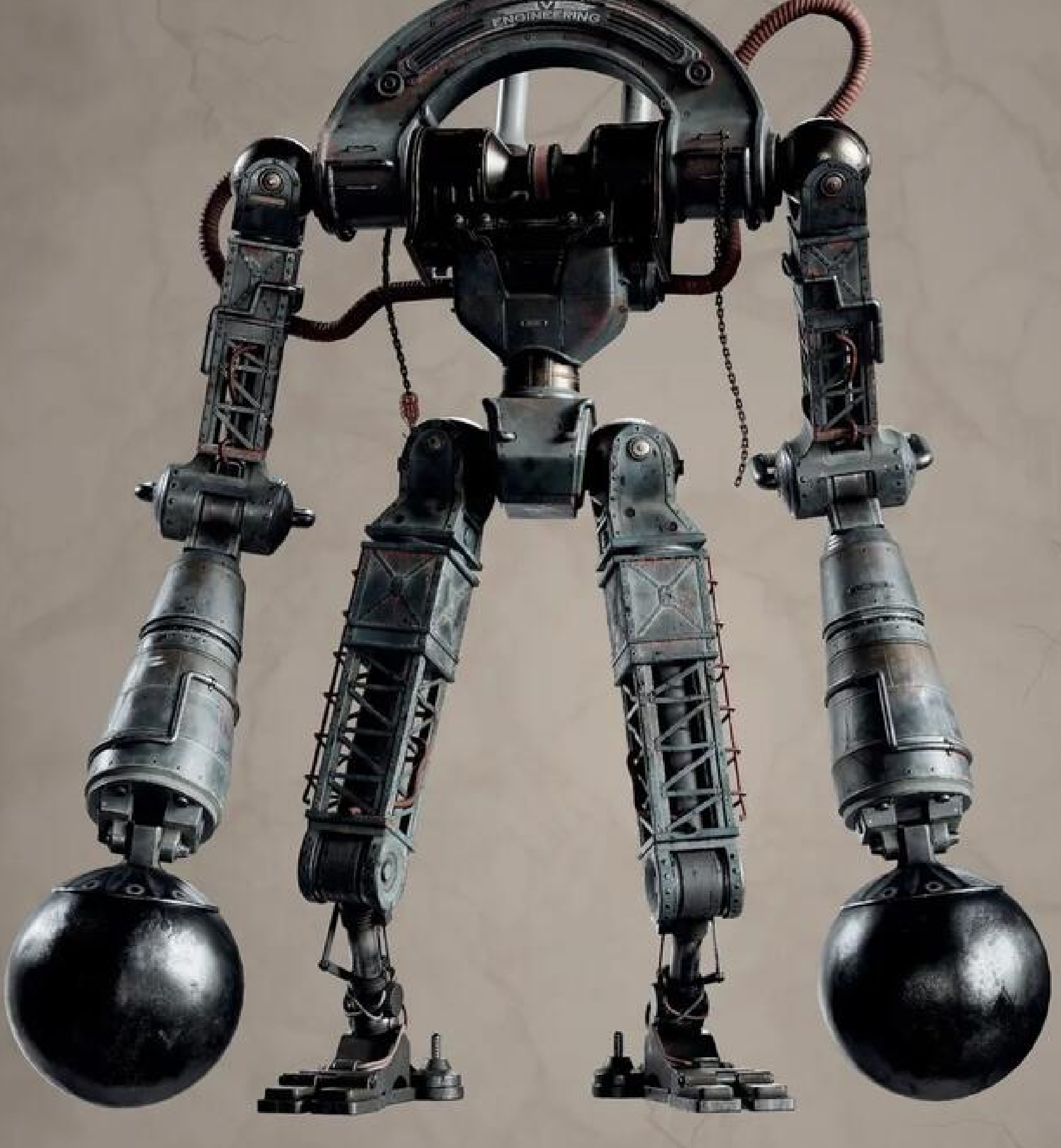
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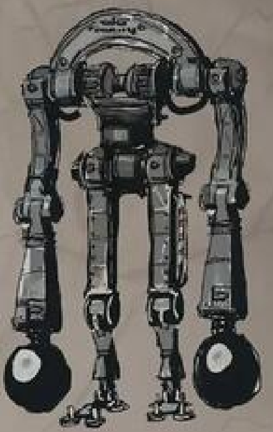
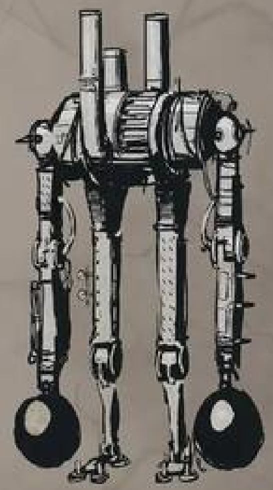
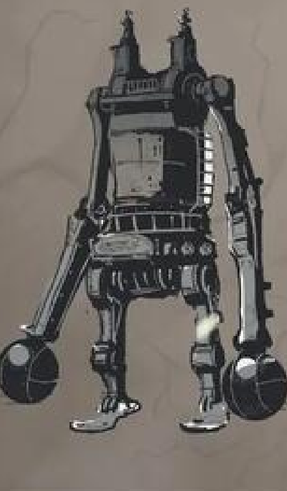
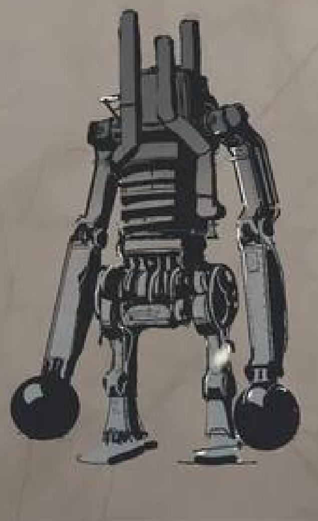
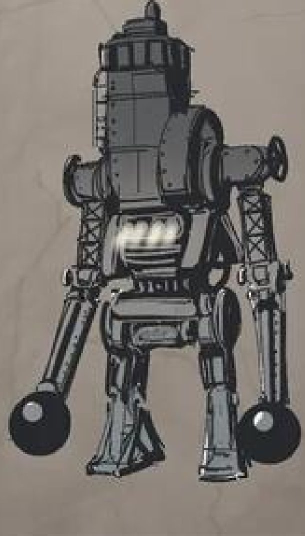
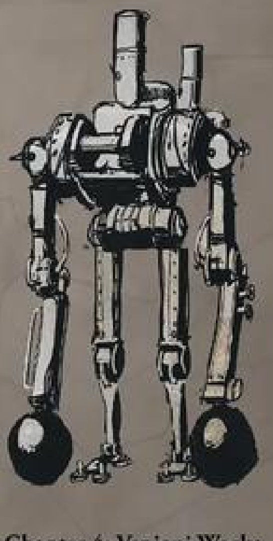


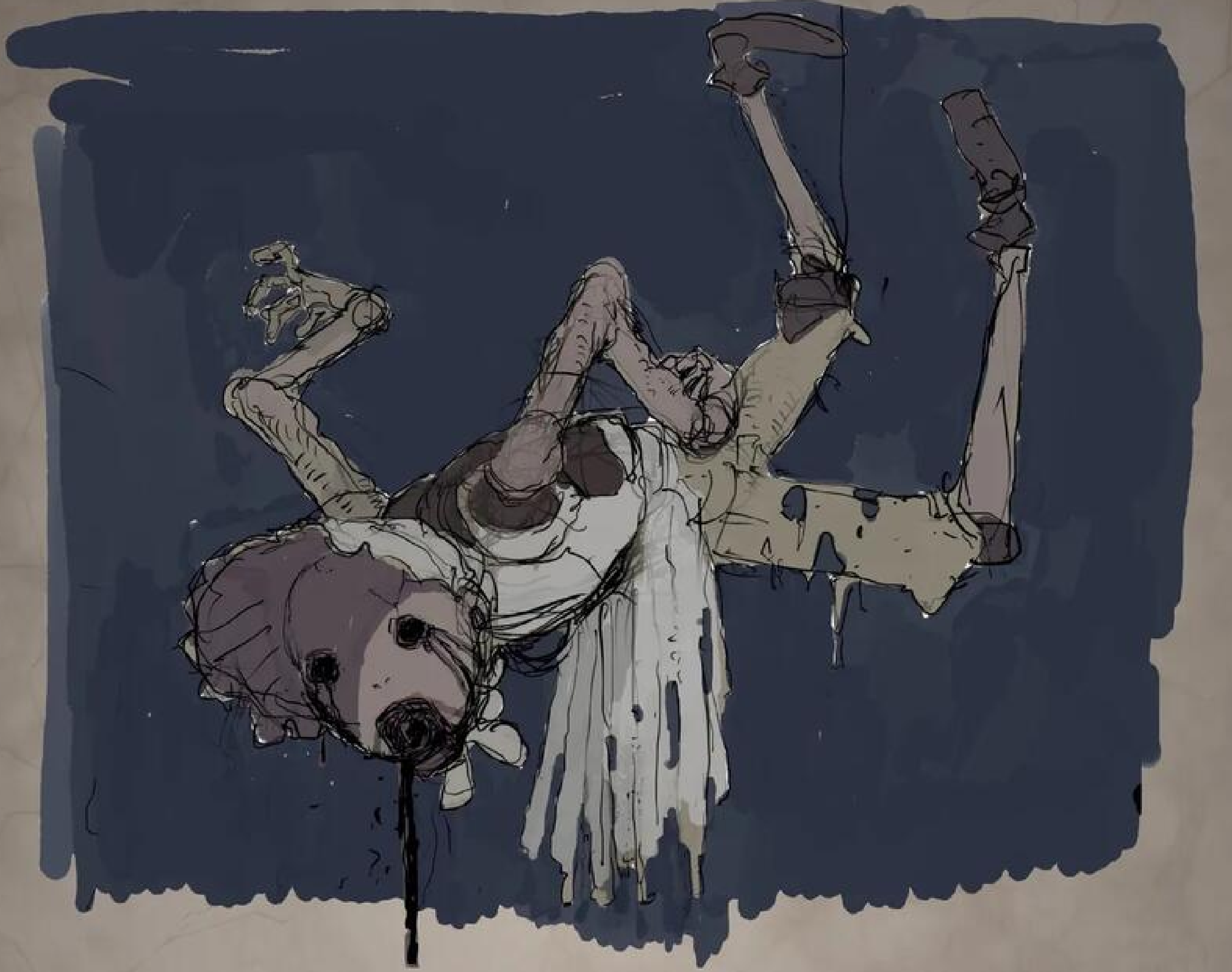


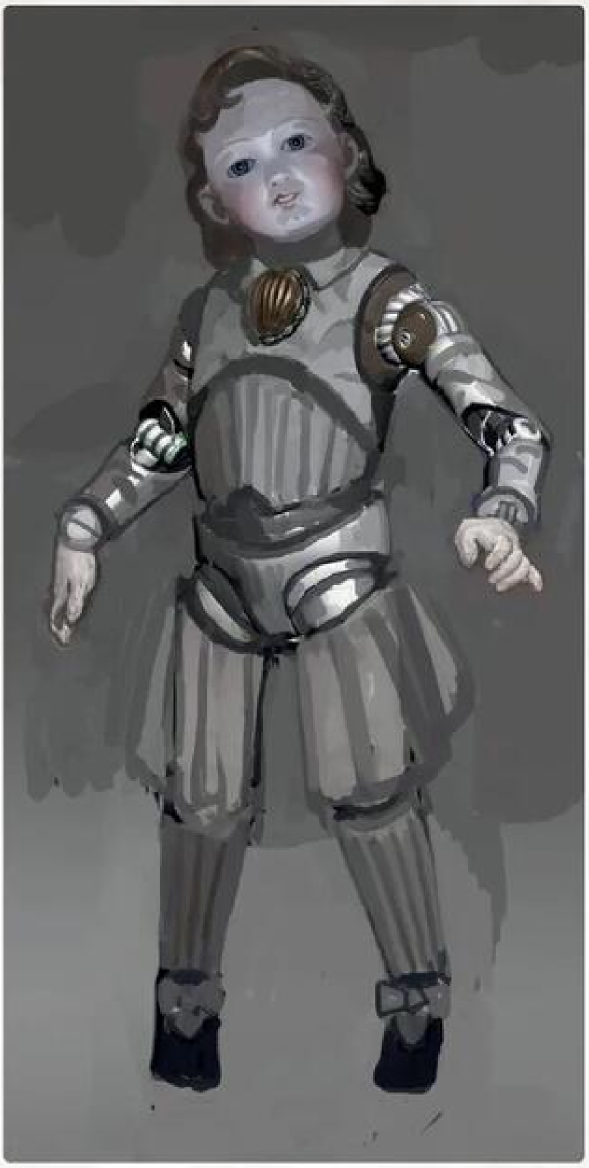


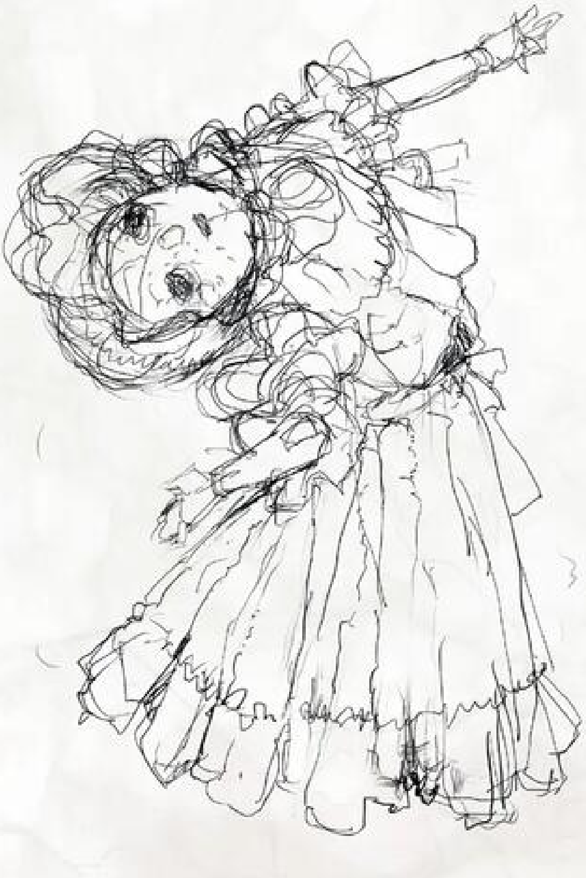


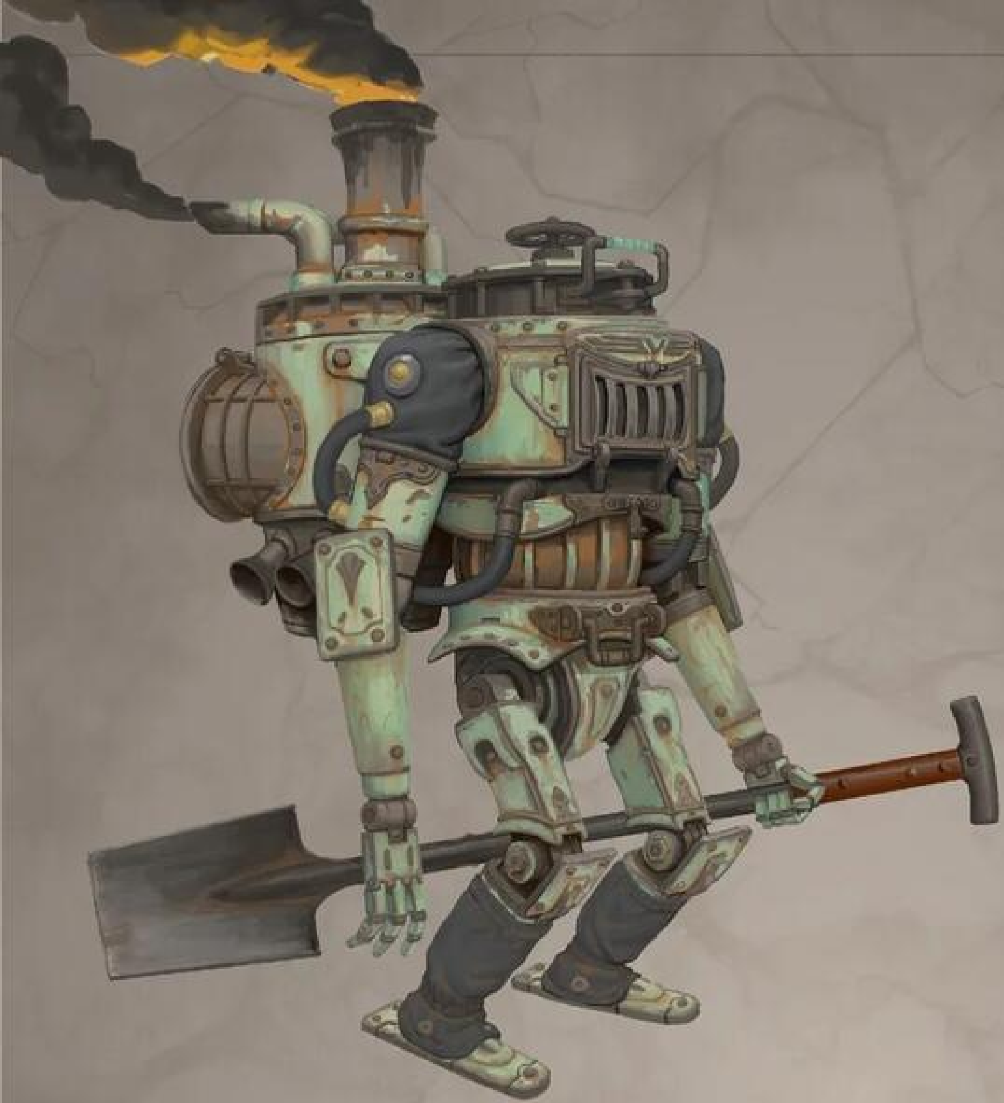


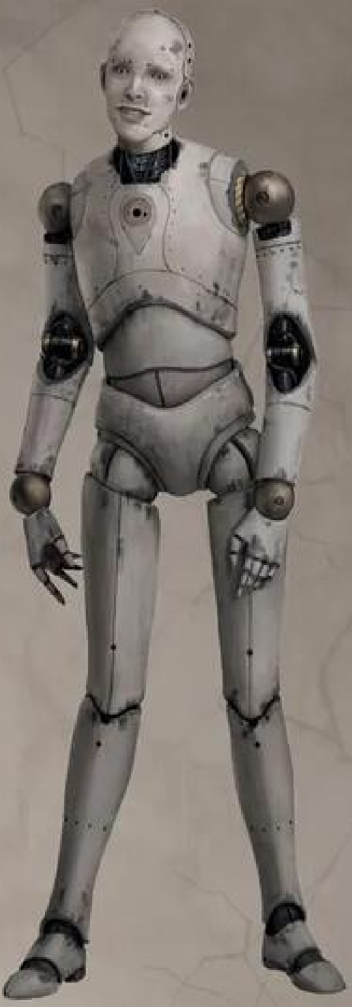


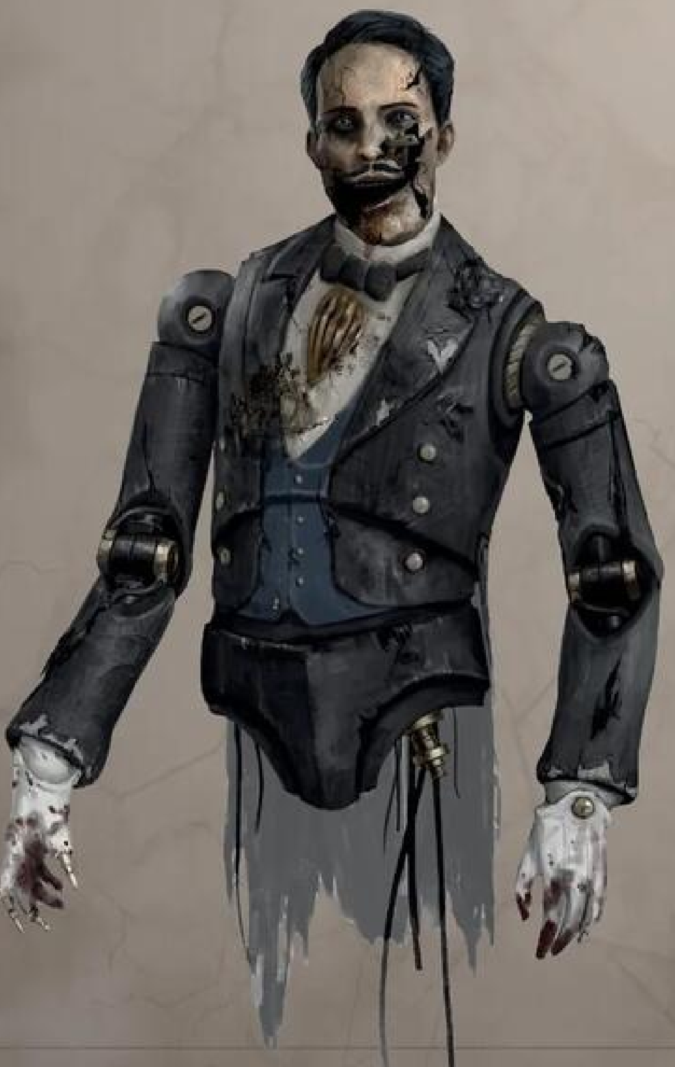




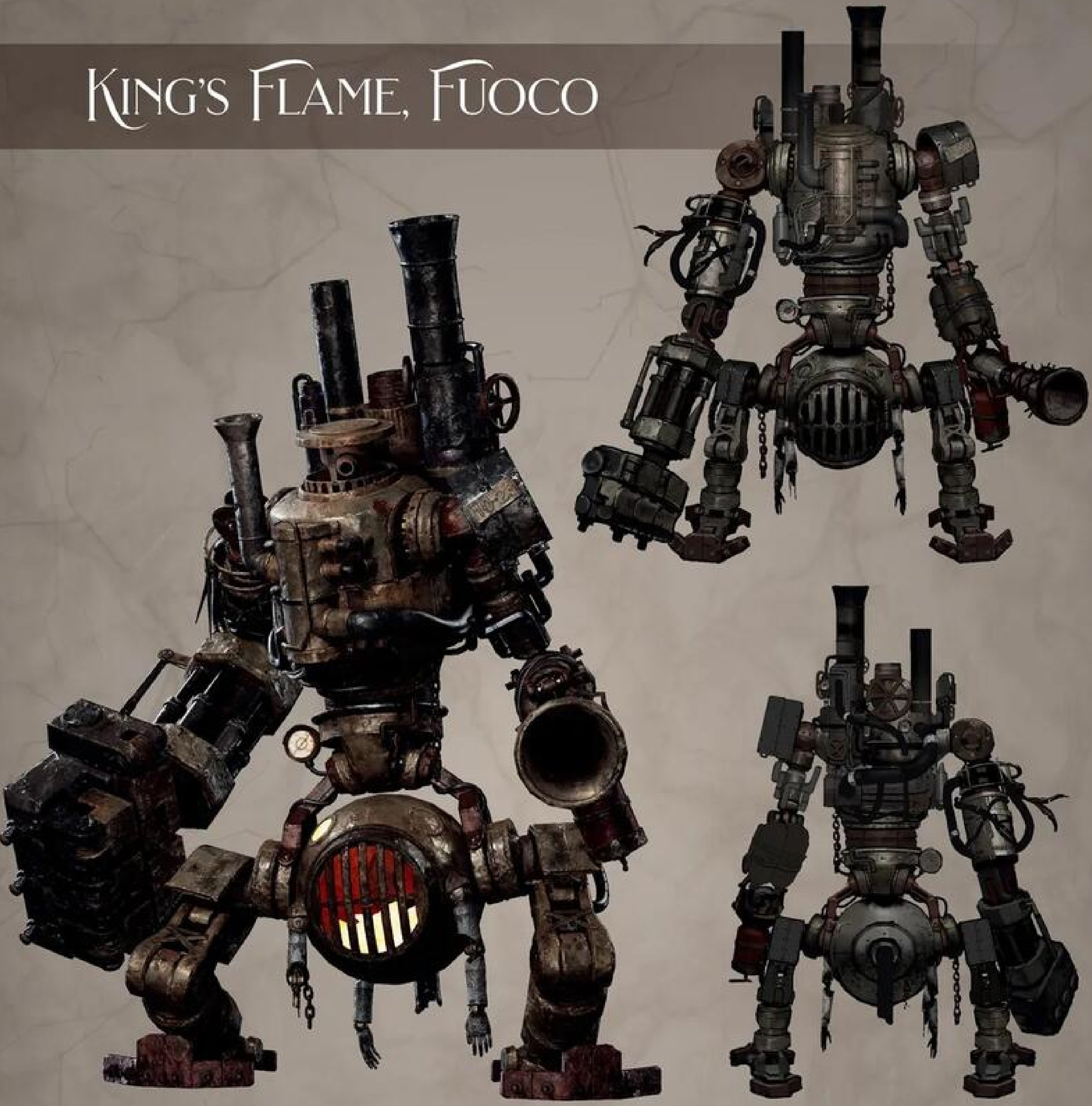


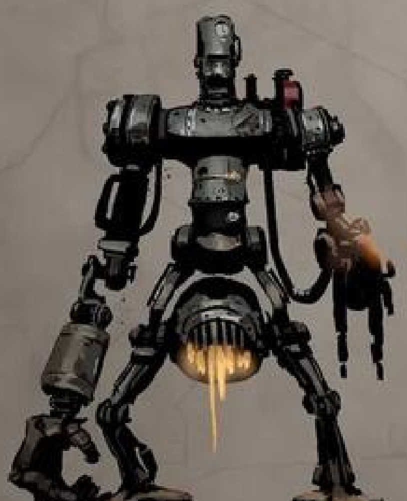


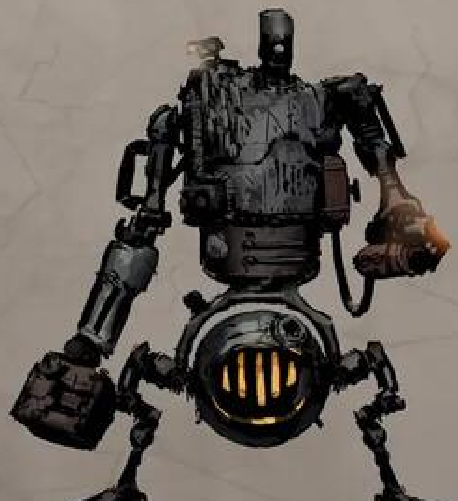


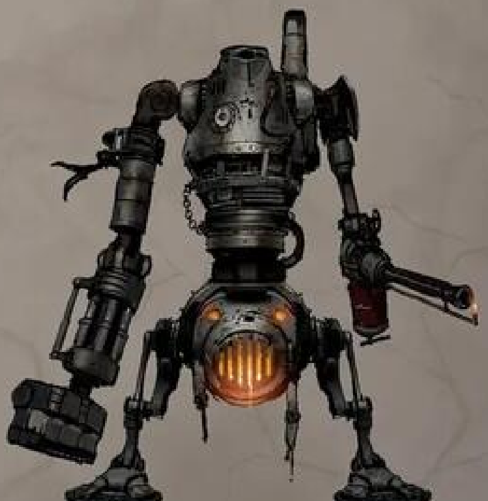


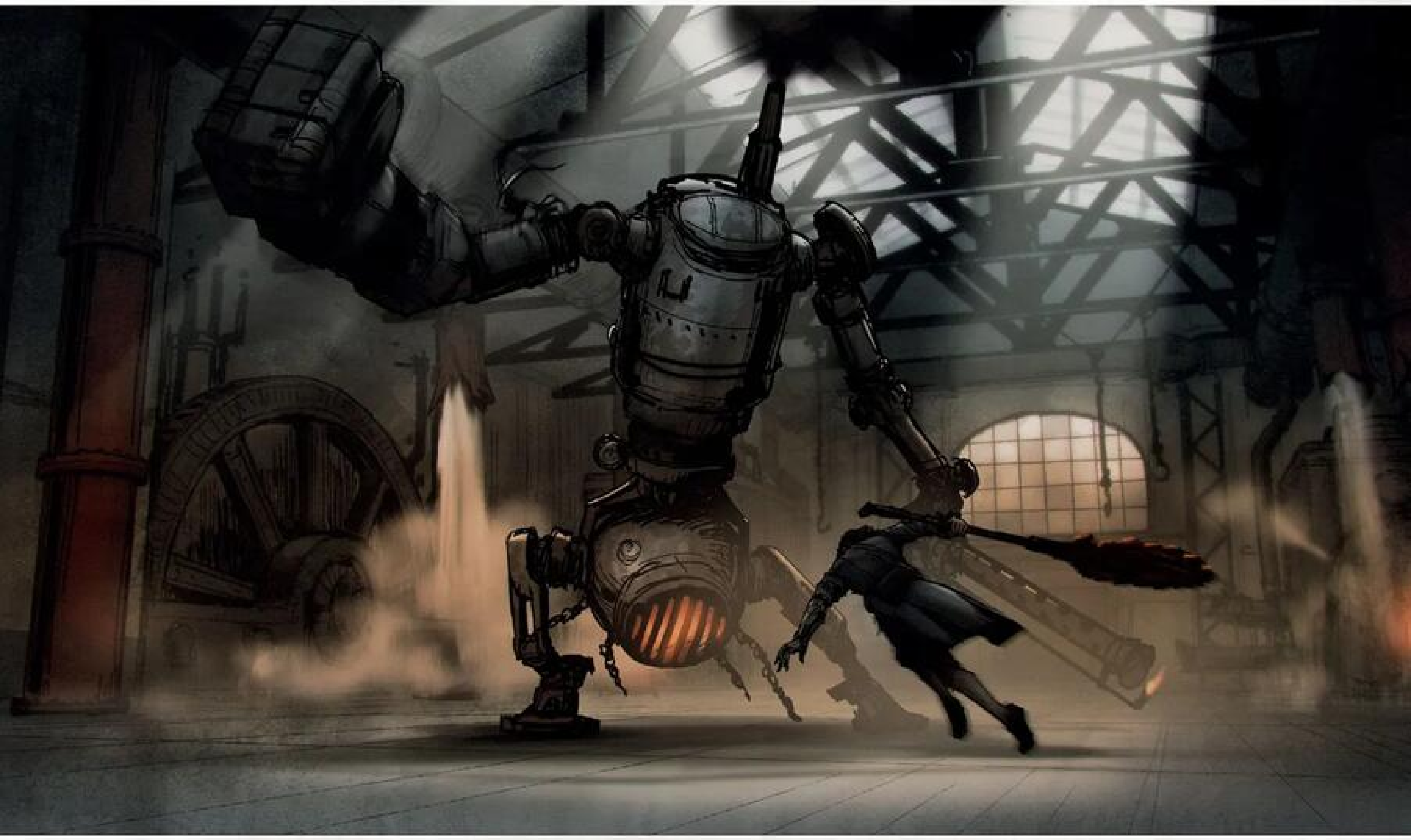
KING'S FLAME, FUOCO

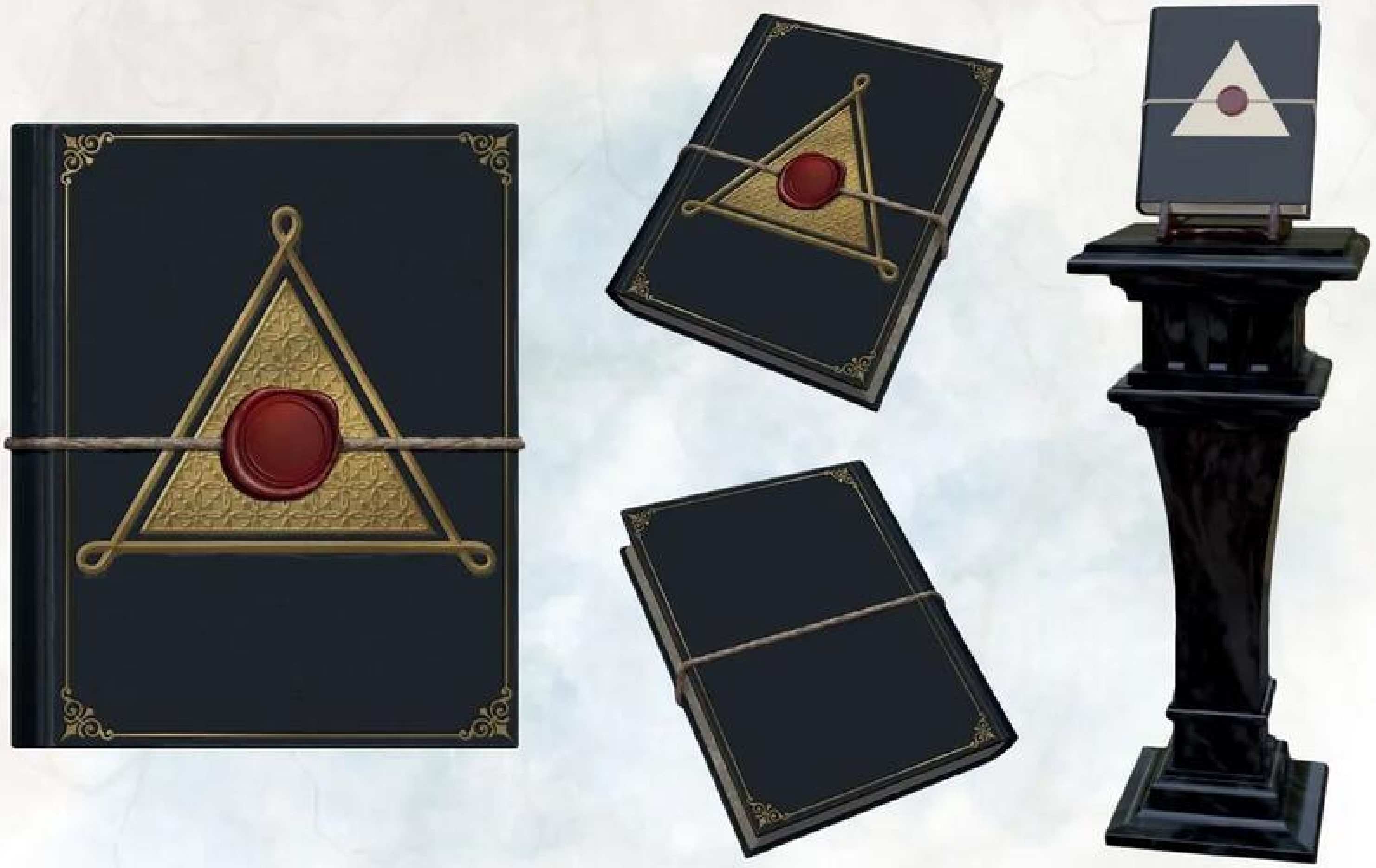


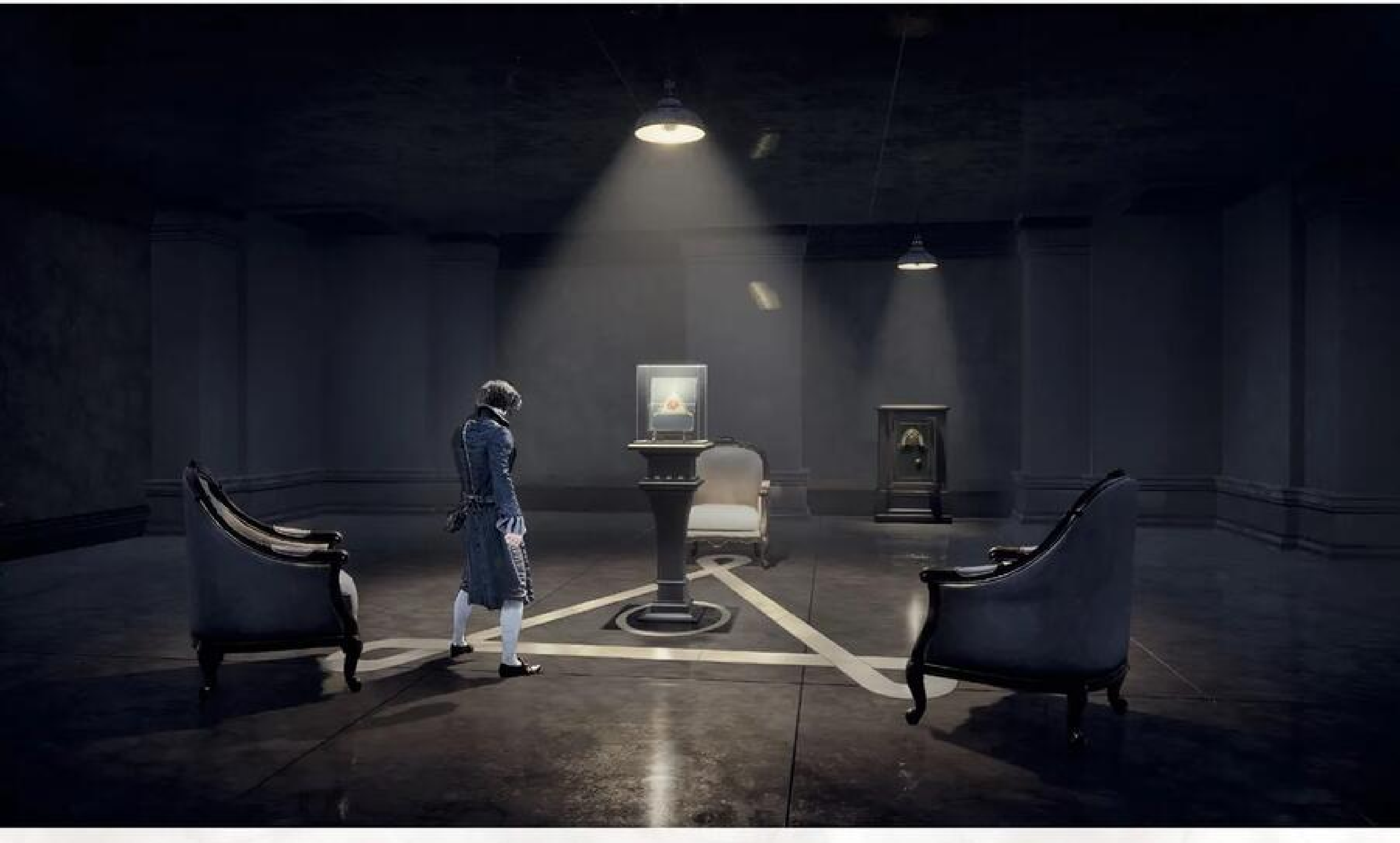


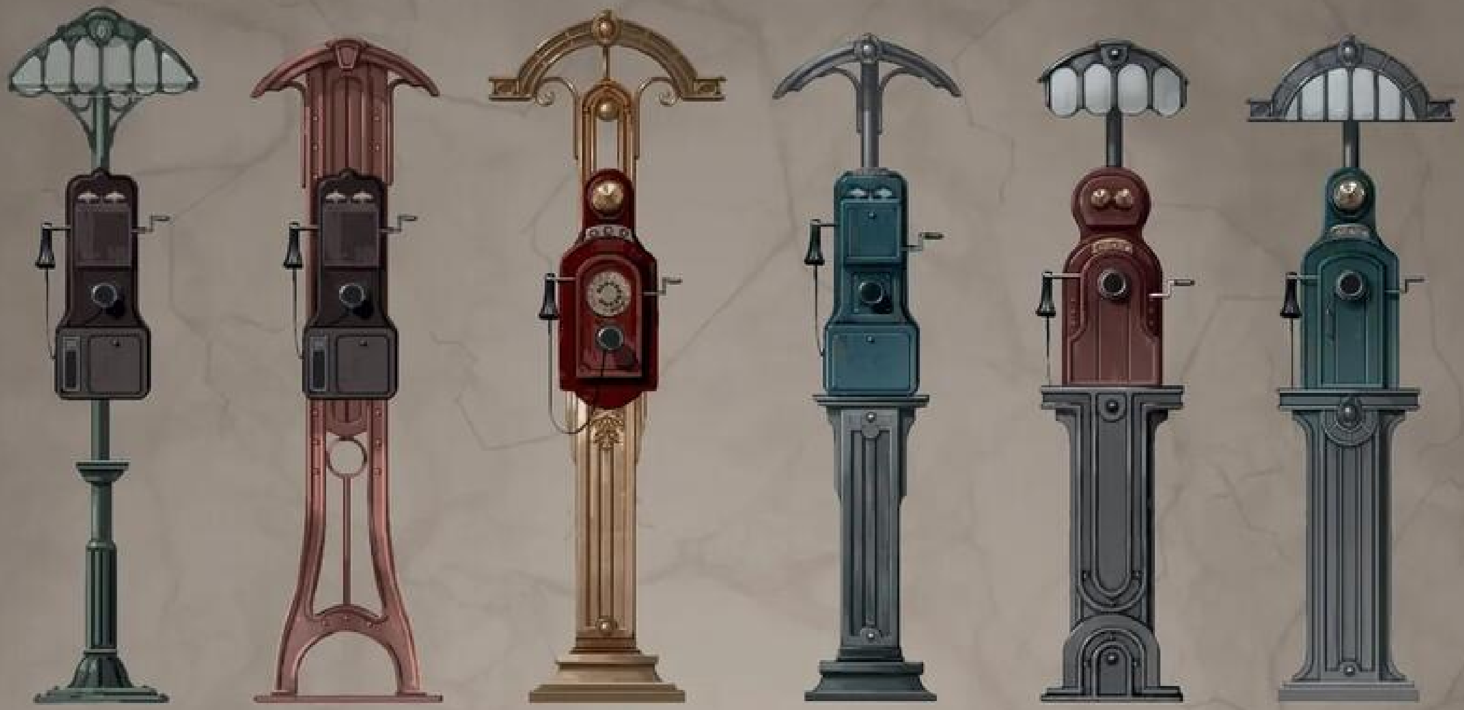


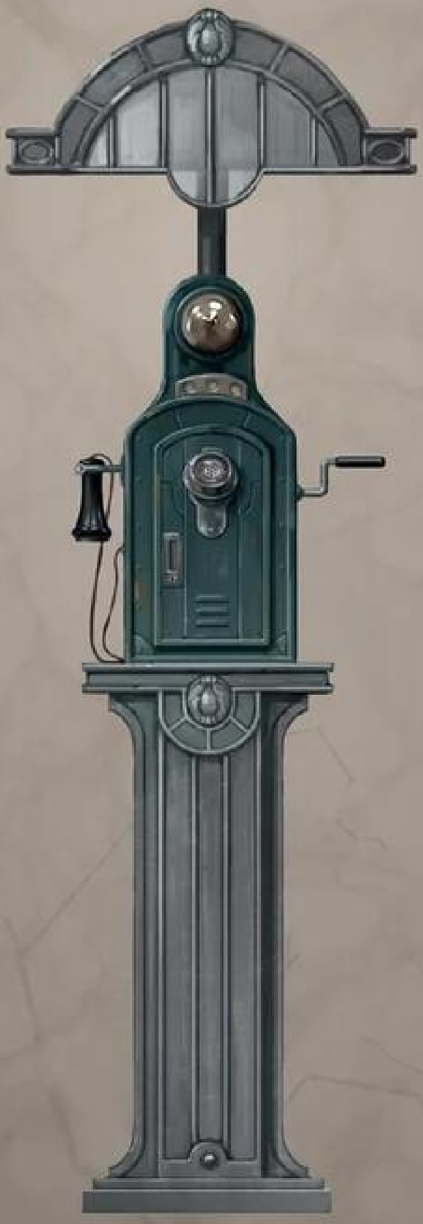


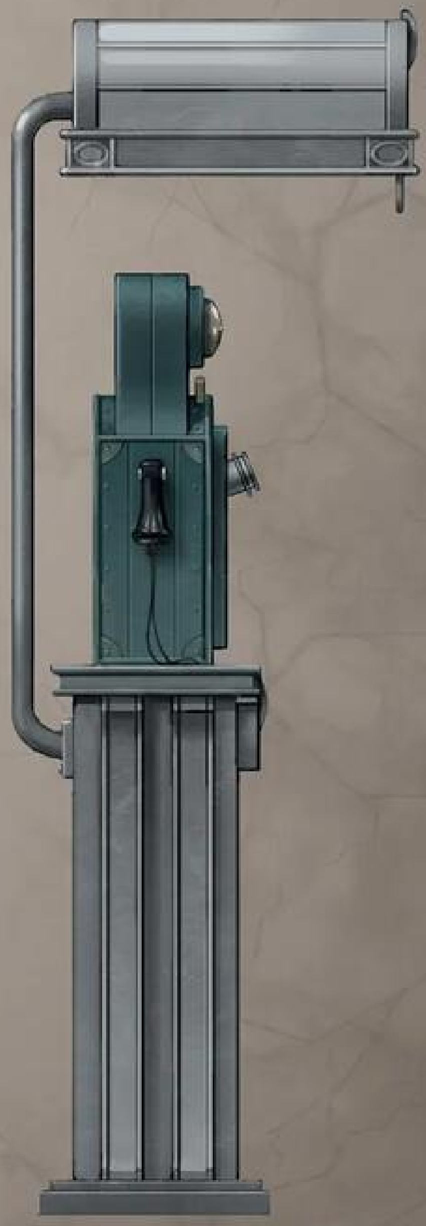




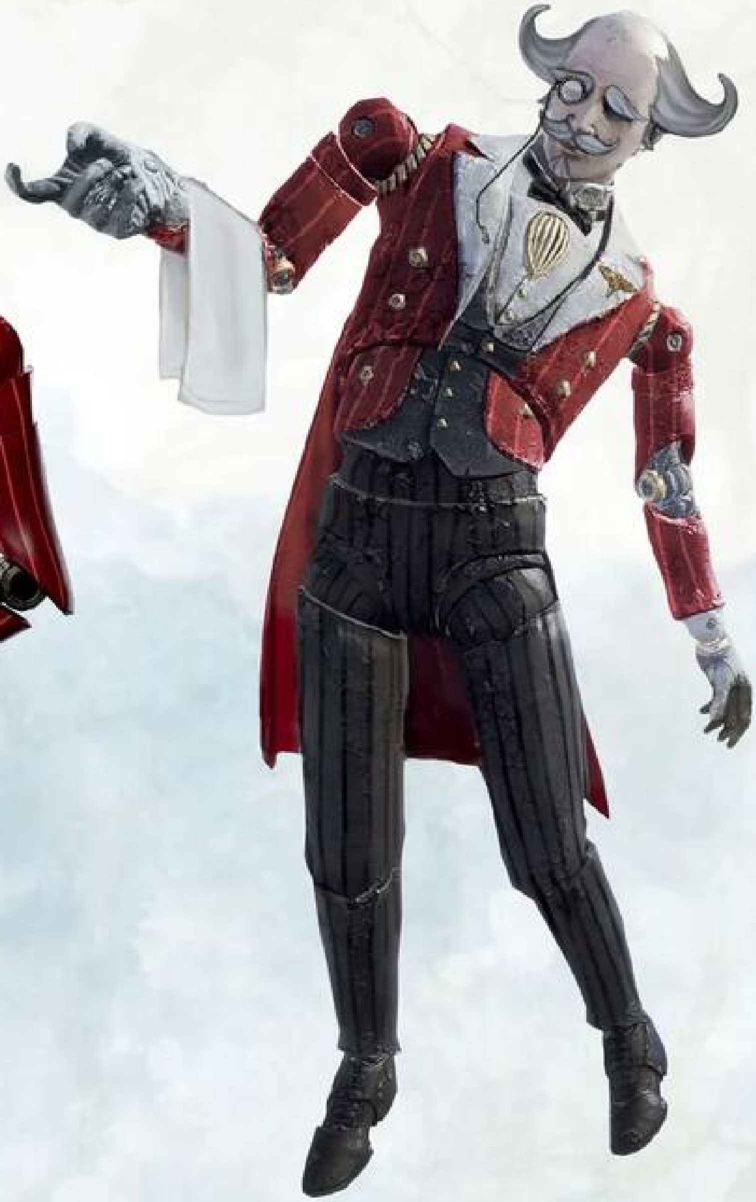


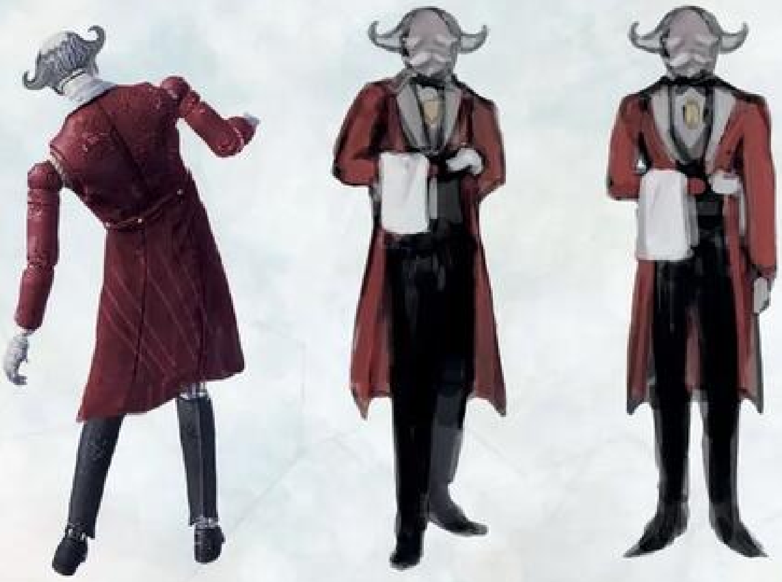






PULCINELLA



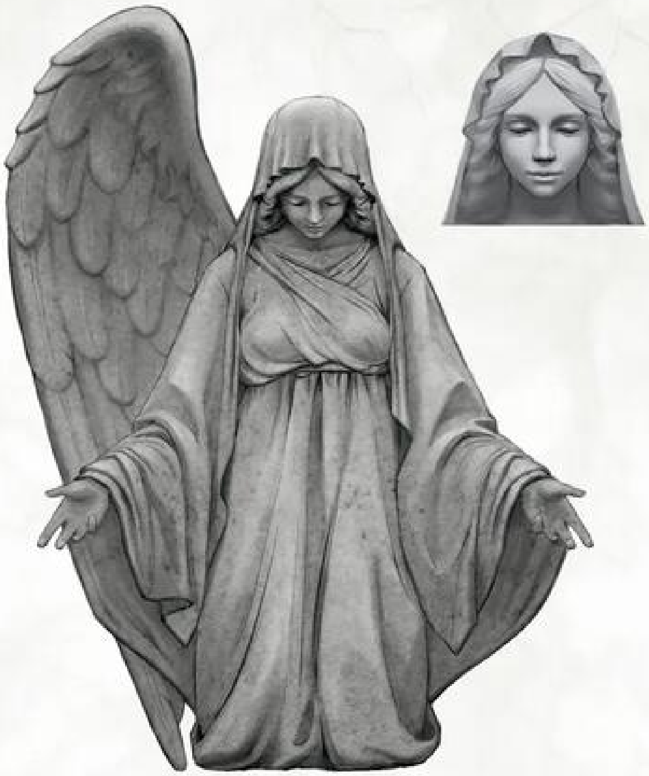


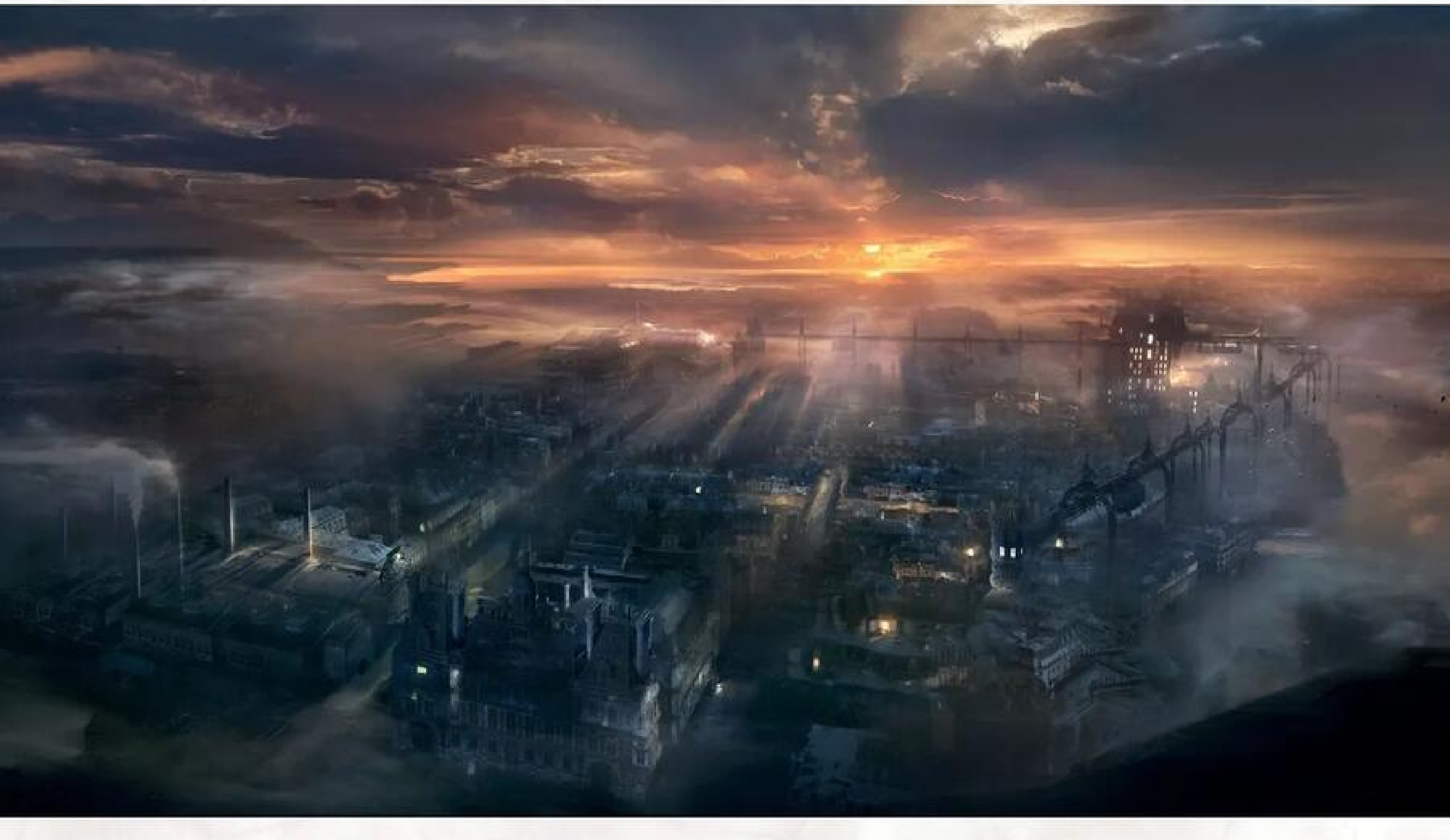
ST. FRANGELICO CATHEDRAL

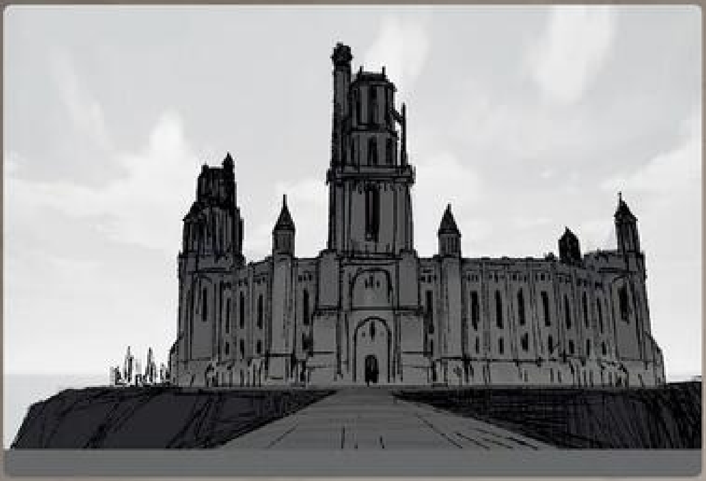
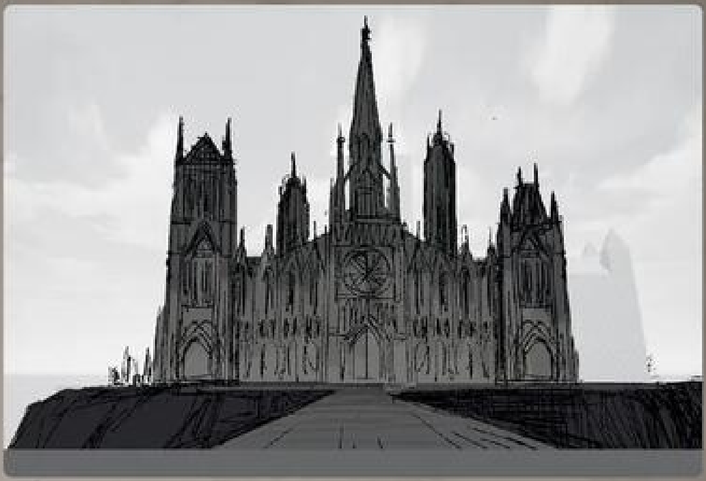
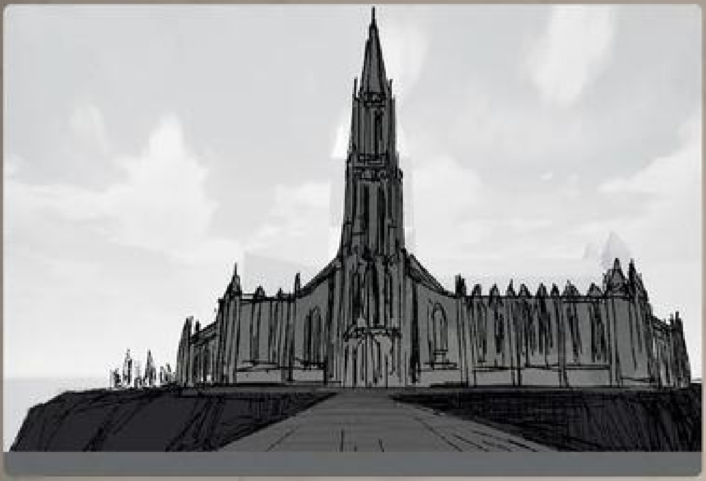
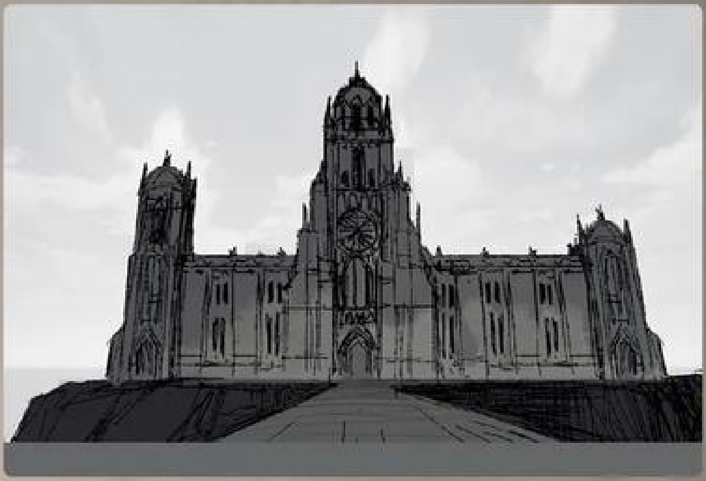
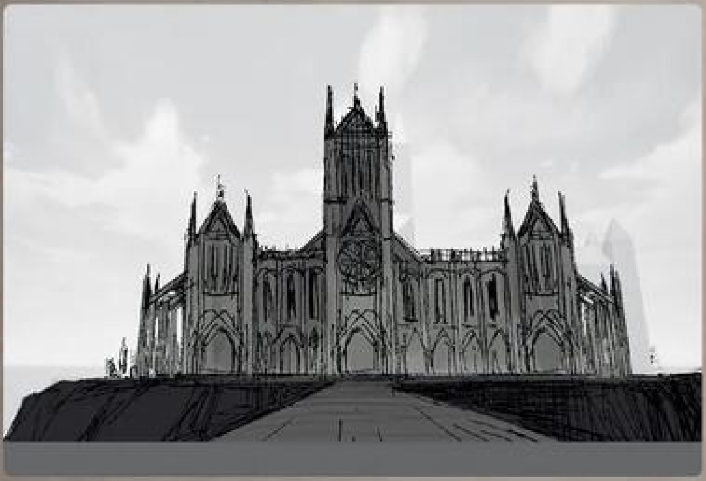
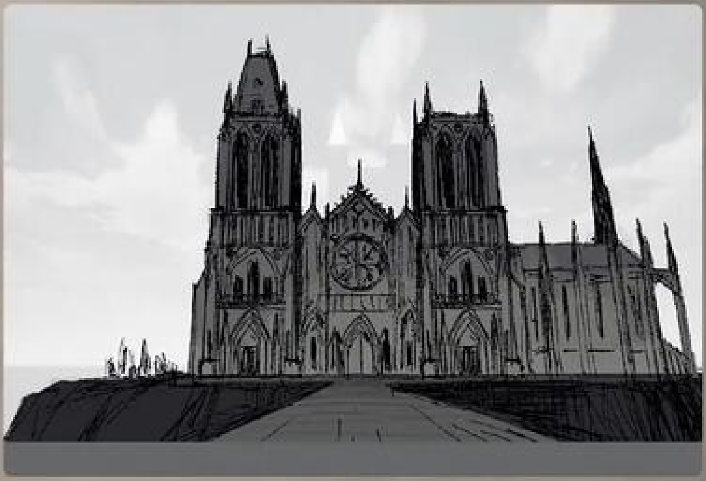
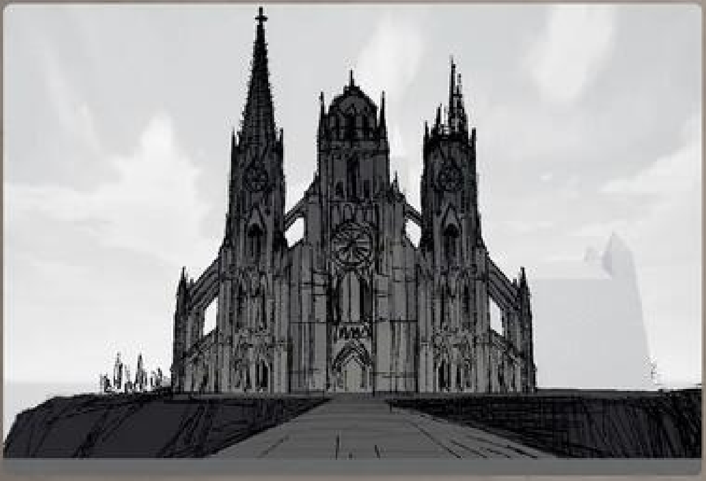
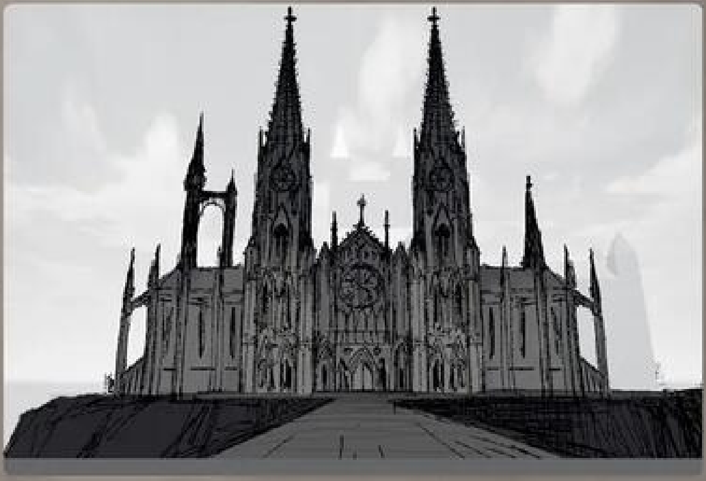
The benevolent priest who was well known for his kindness toward the poor now lies in the lowest of places, corrupted and grasping for the gold that once flowed into Krat. Funded by the Alchemists, St. Frangelico Cathedral gradually became a heavenly and grand edifice, but now it tragically accentuates the fall of Archbishop Andreus and his emptiness.

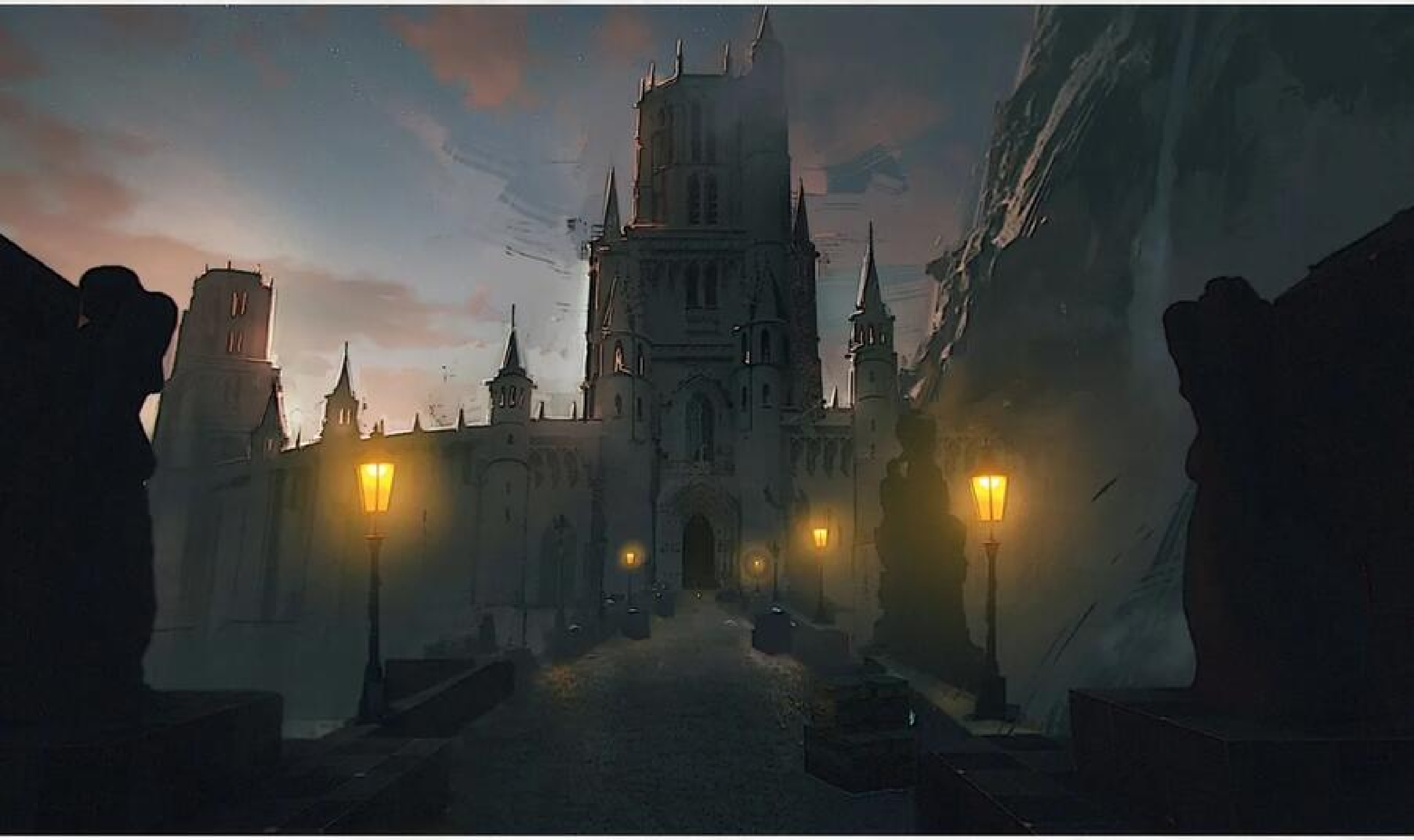
The disparity between past and present, material and soul, and the divine and the corrupt will strike you while passing through the halls. This is also where players start confronting not only puppets but also humans that have become monstrosities.

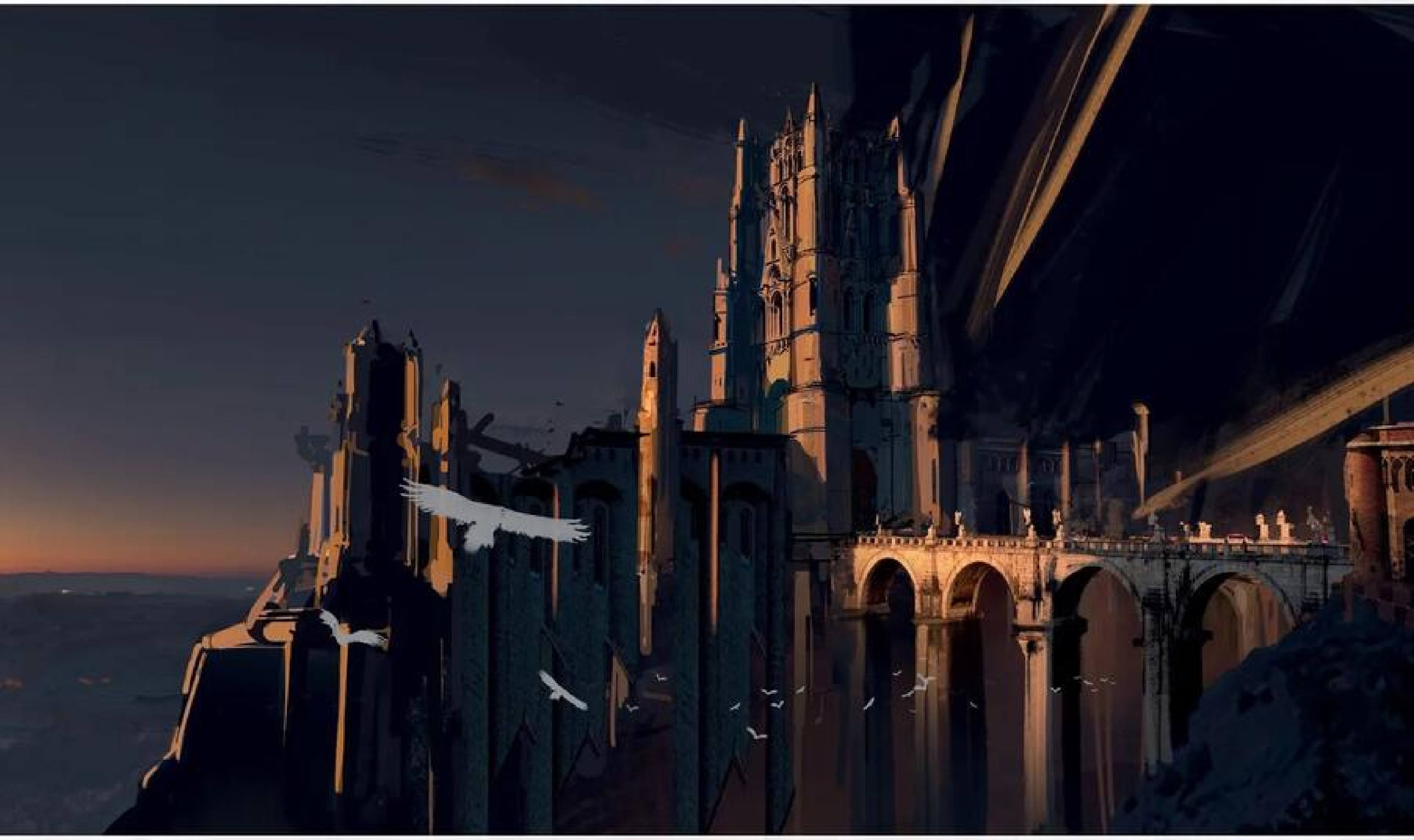
When designing the Fallen Archbishop Andreus, an unpleasantly detailed skin texture, a dark, engulfing silhouette, and his deformed self were used as conceptual tools to visualize Andreus's self-hatred and hunger for power. The emptiness underneath the elaborate golden mask also symbolizes his life spent chasing the wind and shows that he who was once praised now has nothing left.

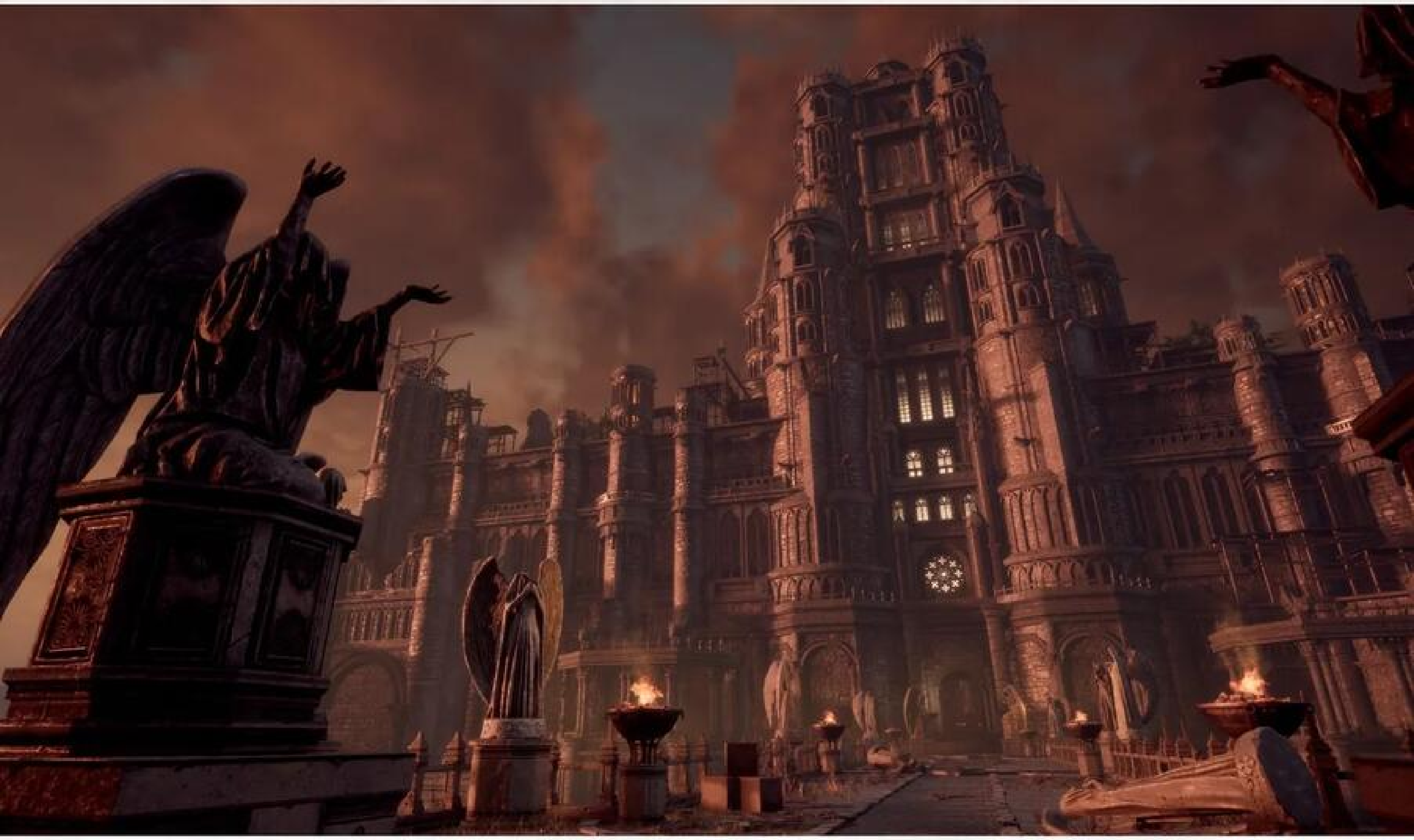


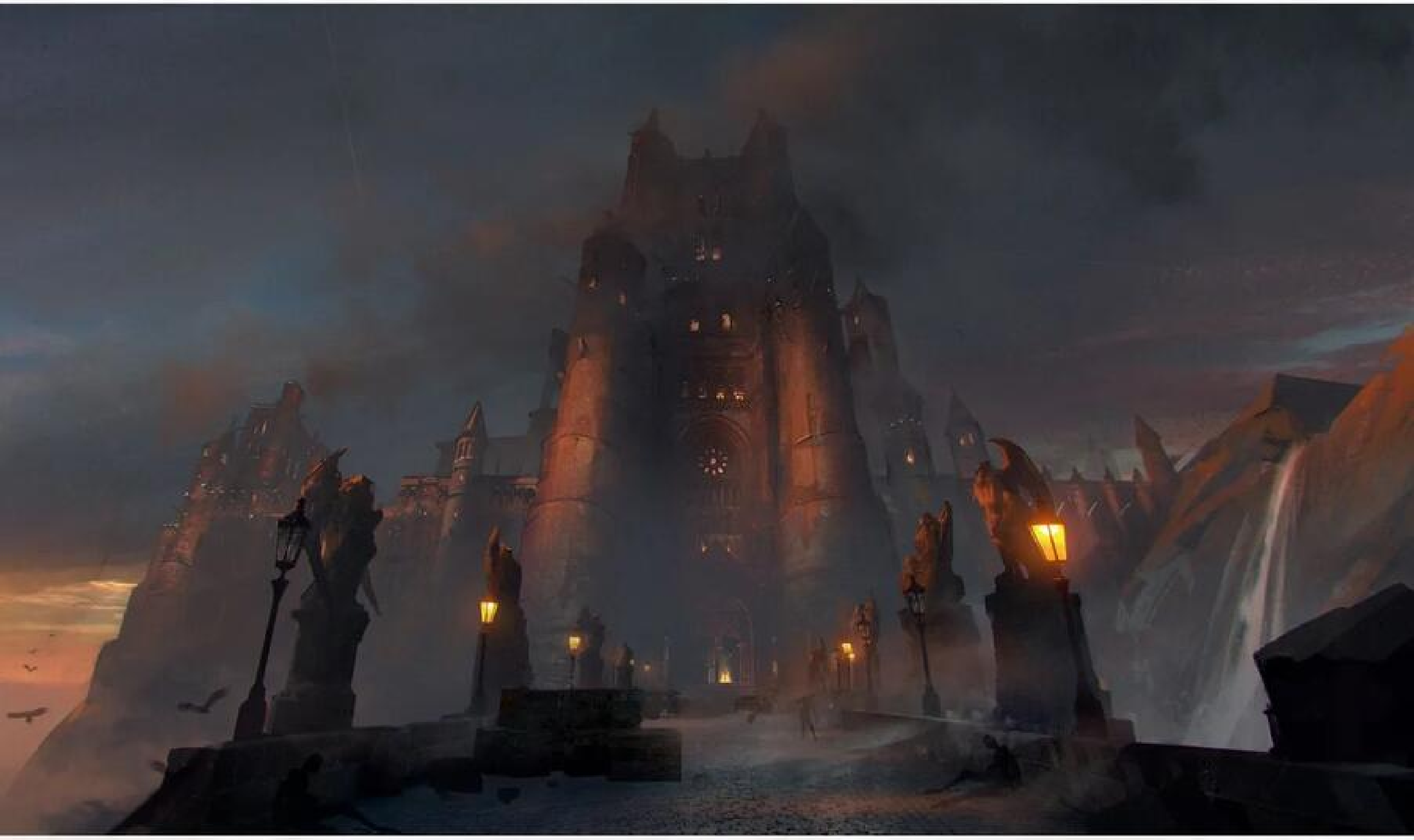


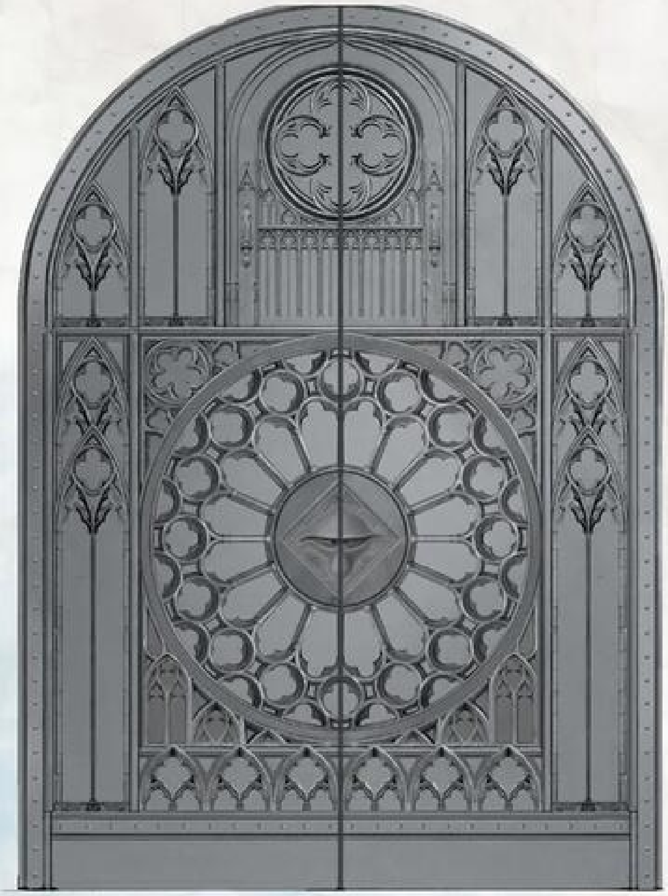









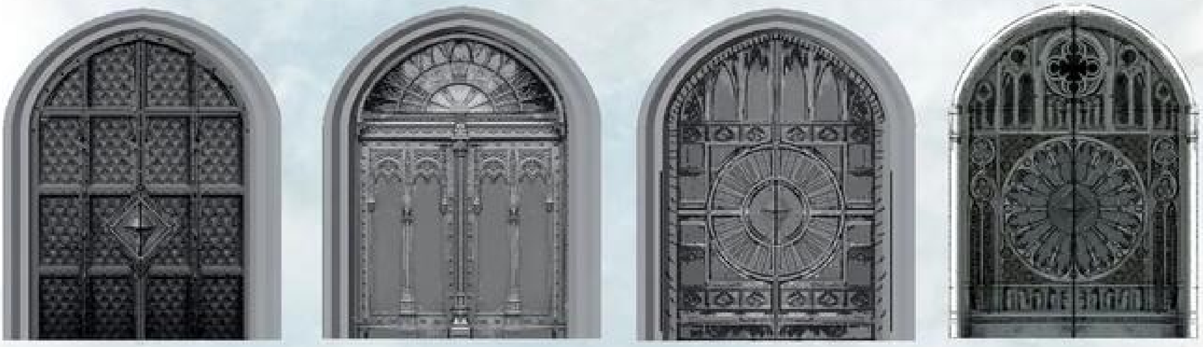


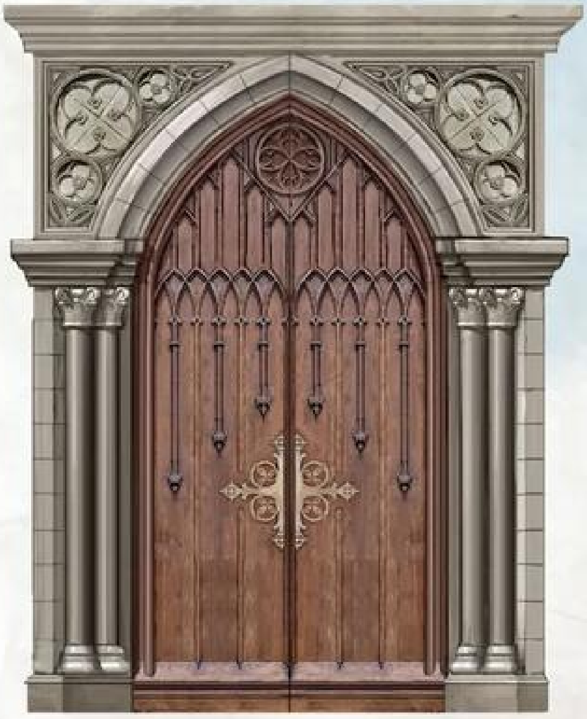


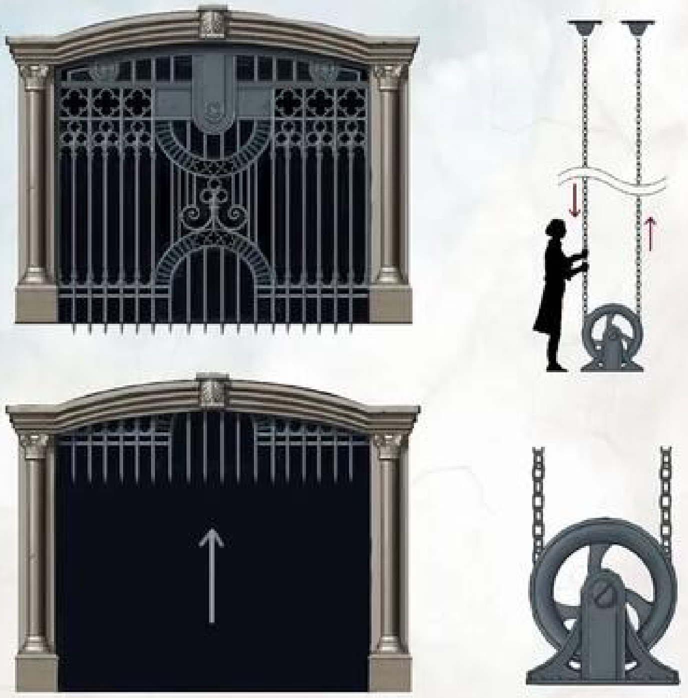


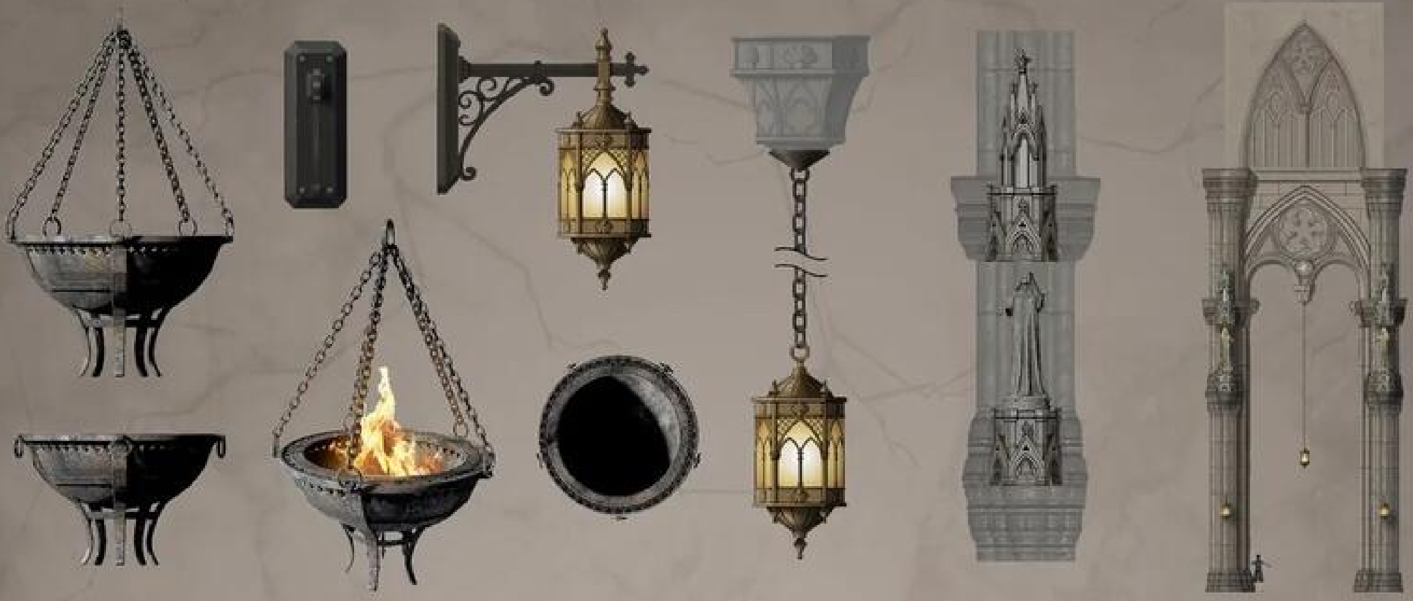


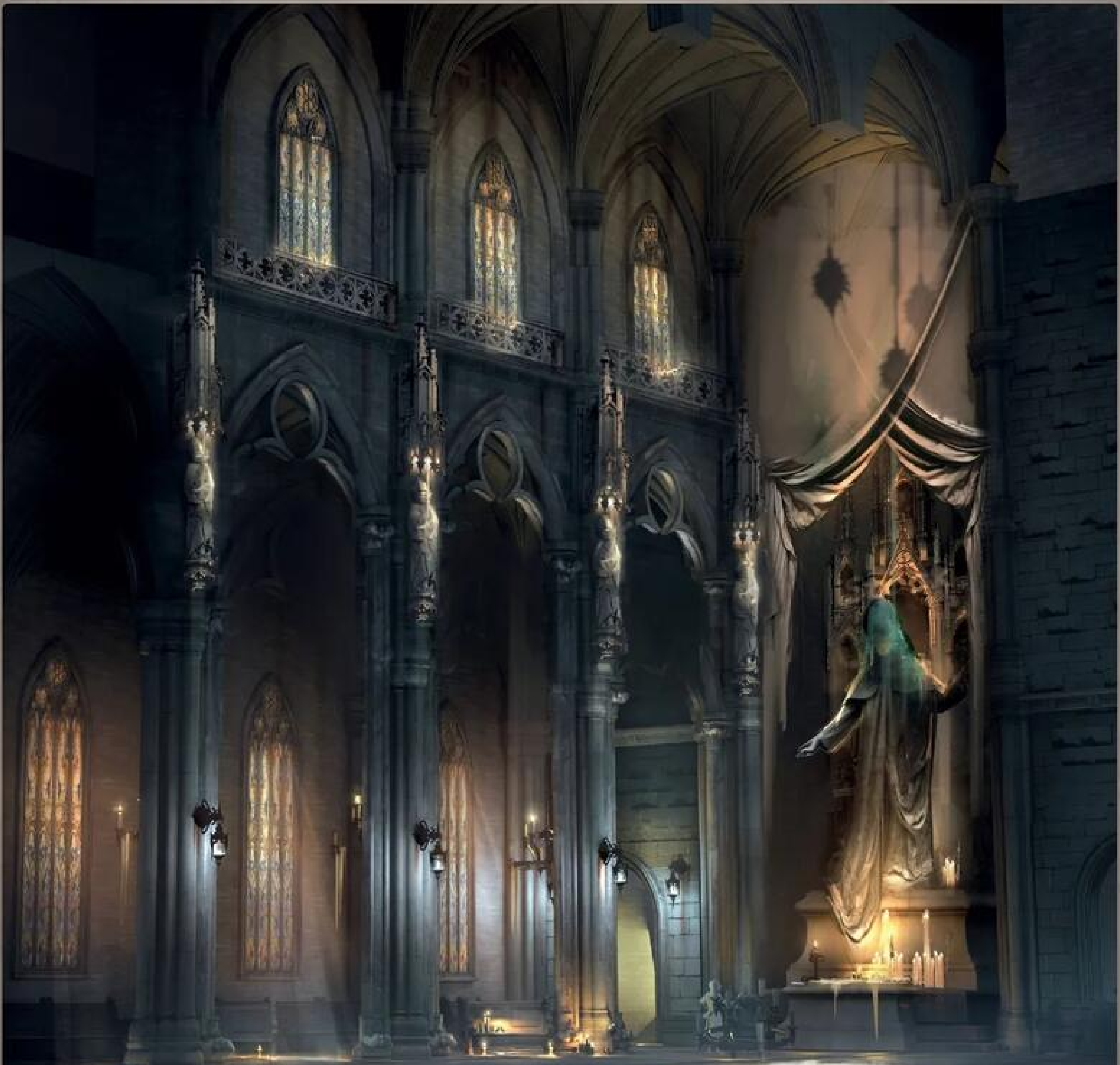


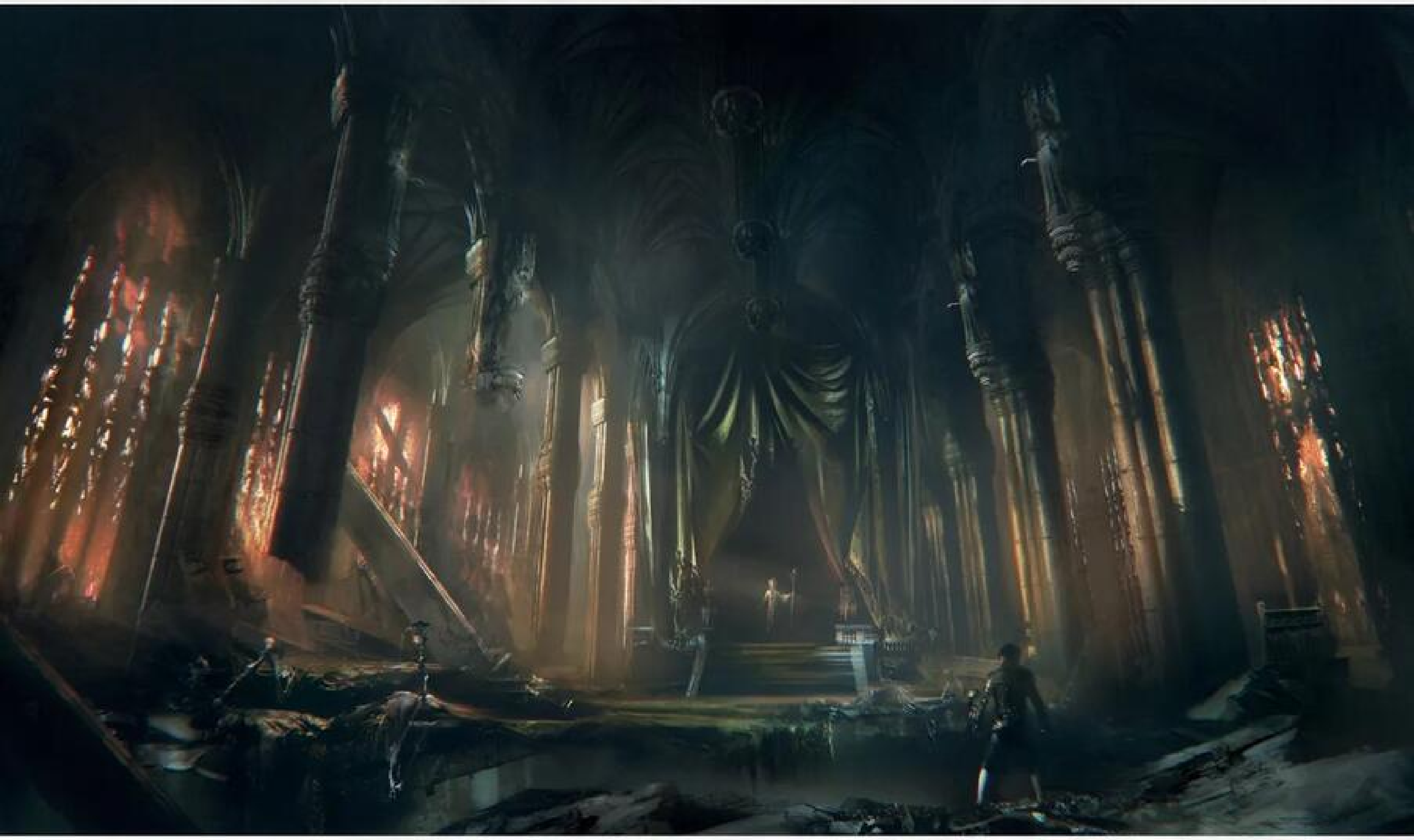


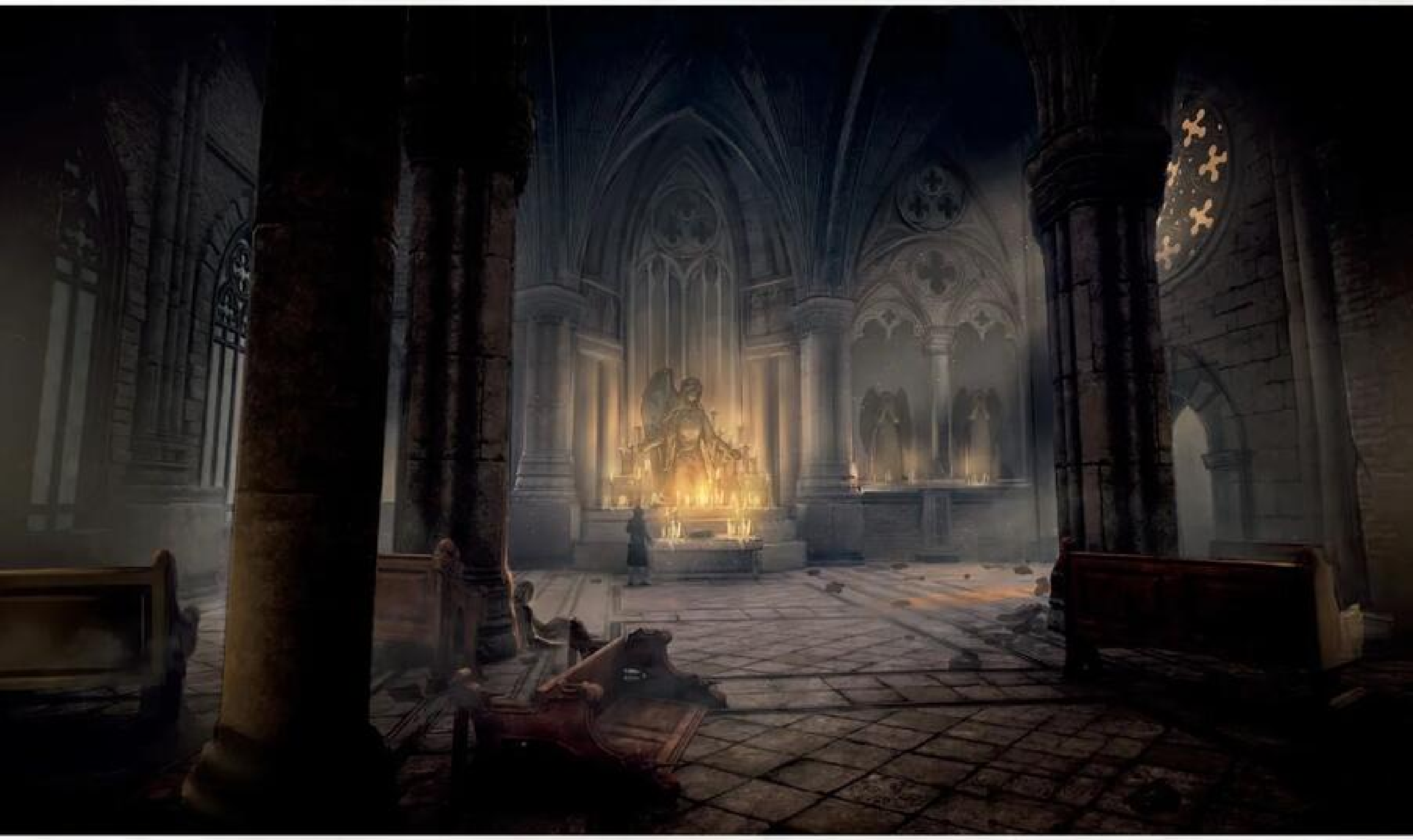


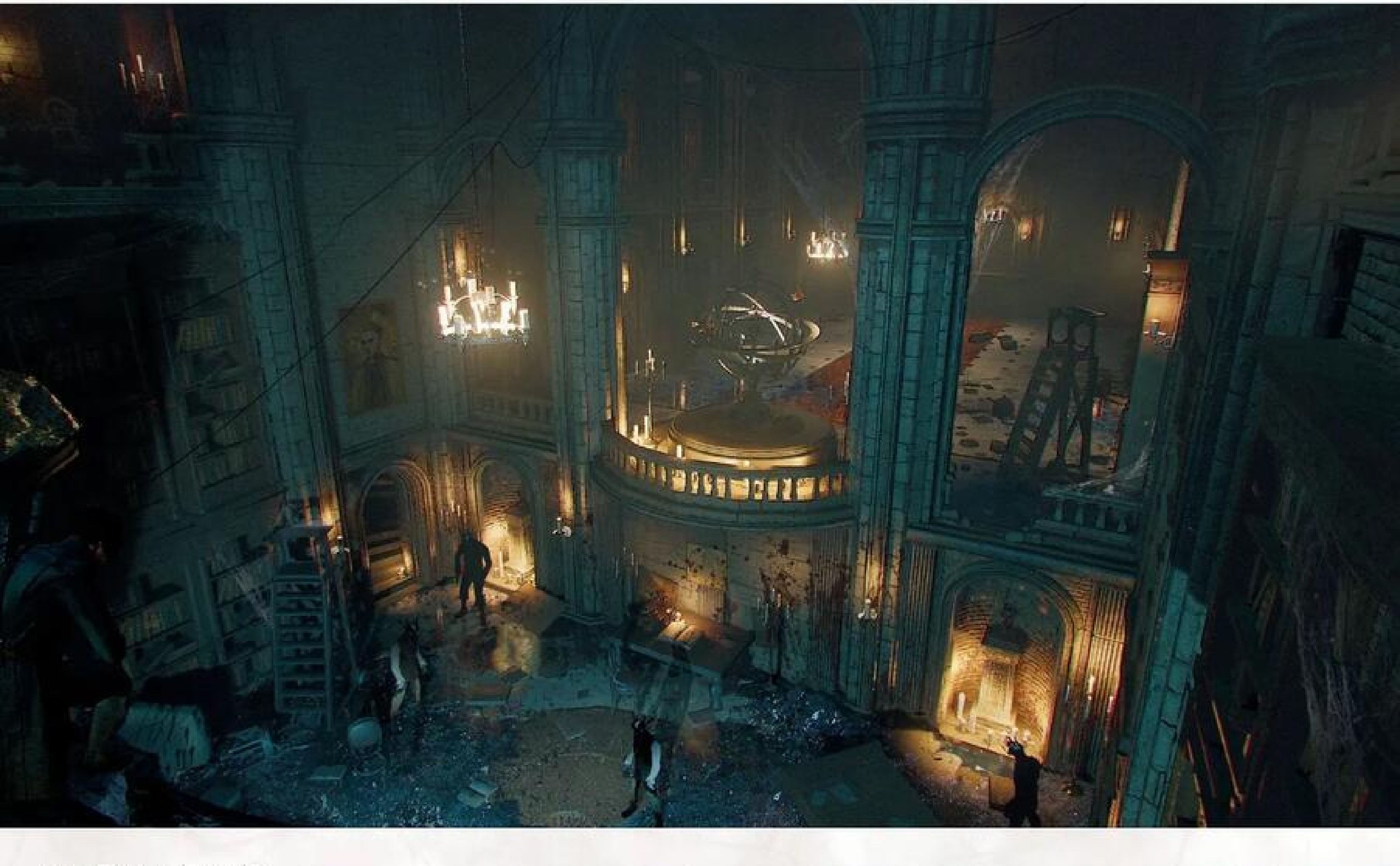












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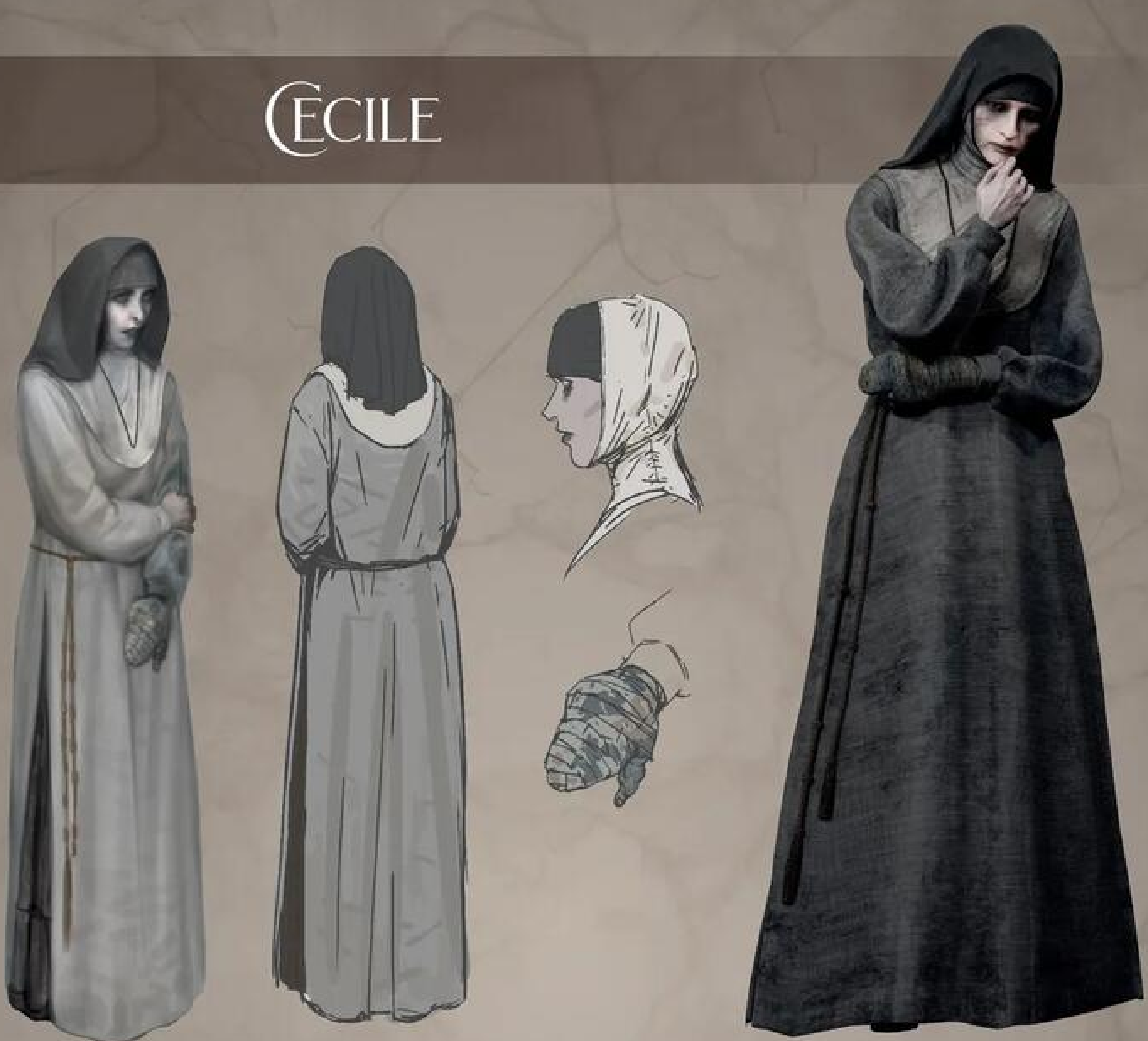
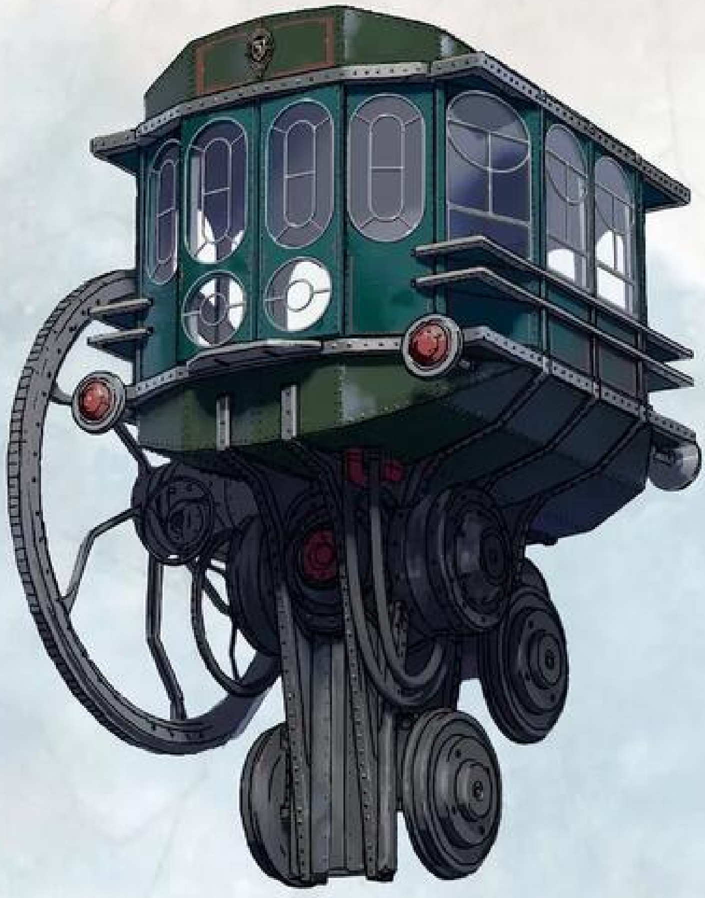
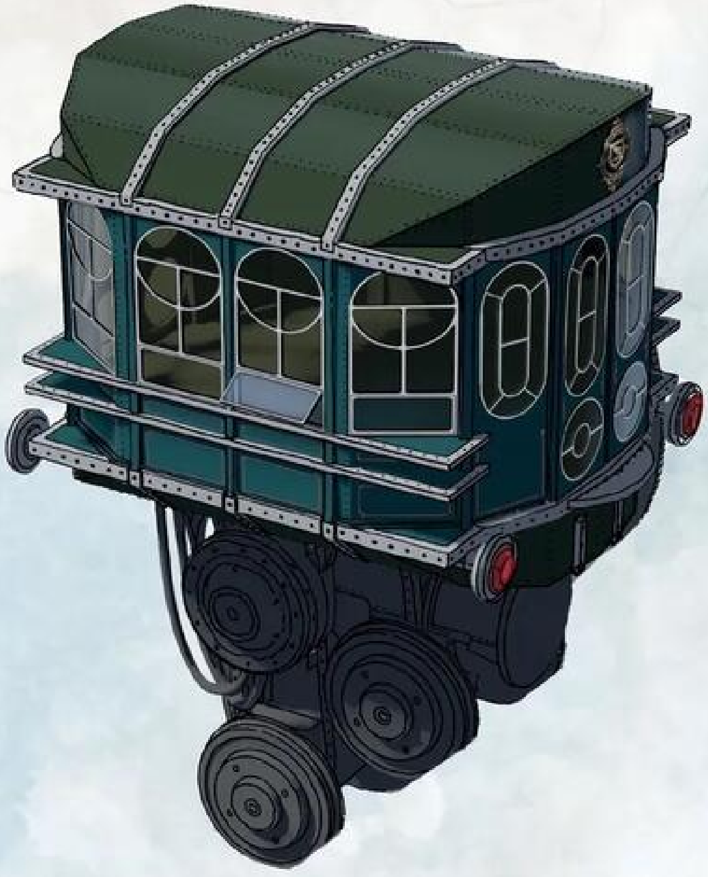
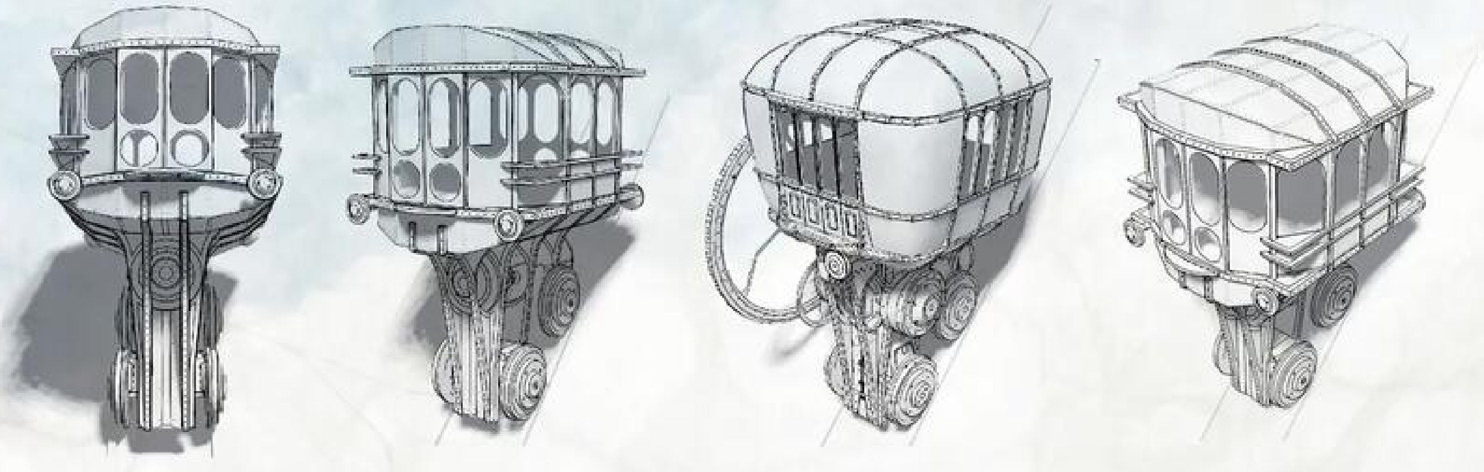
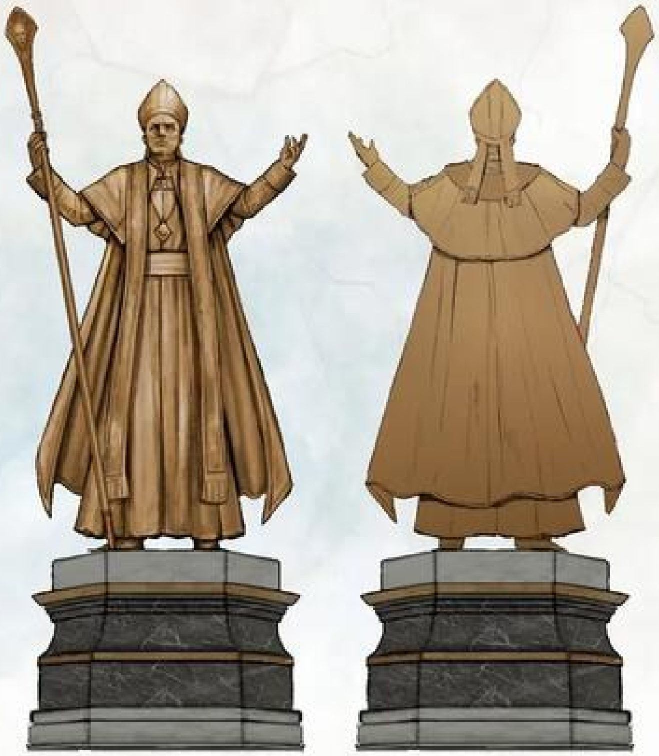
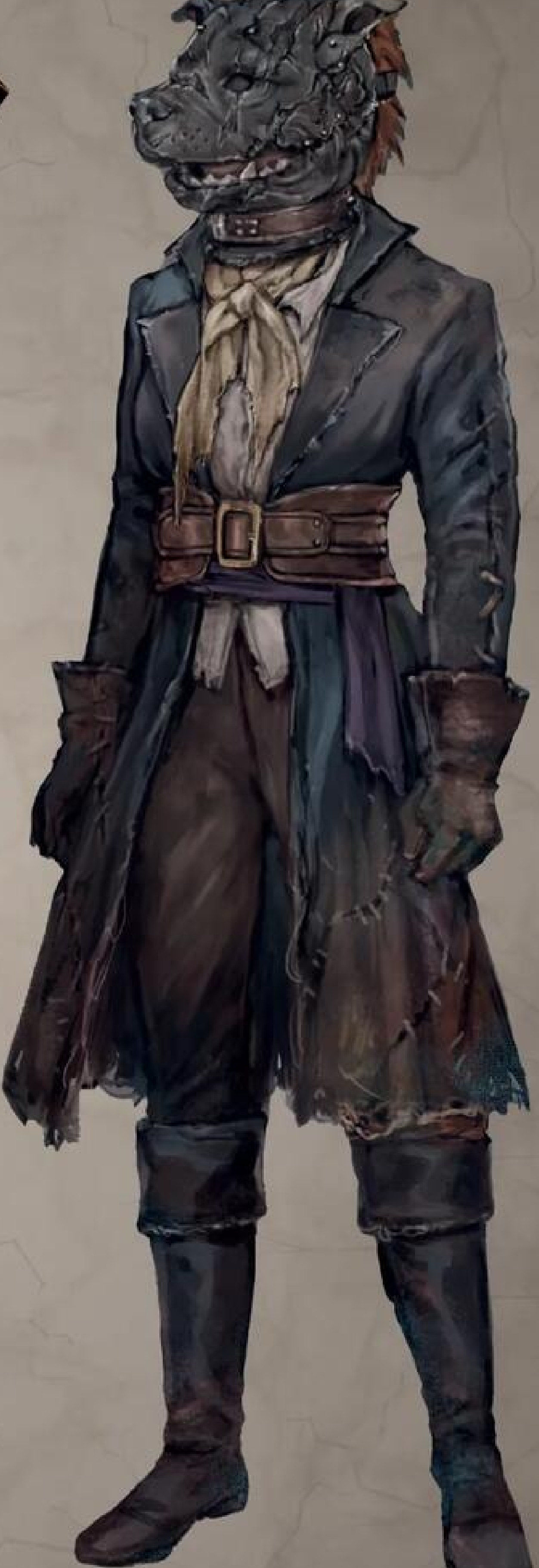


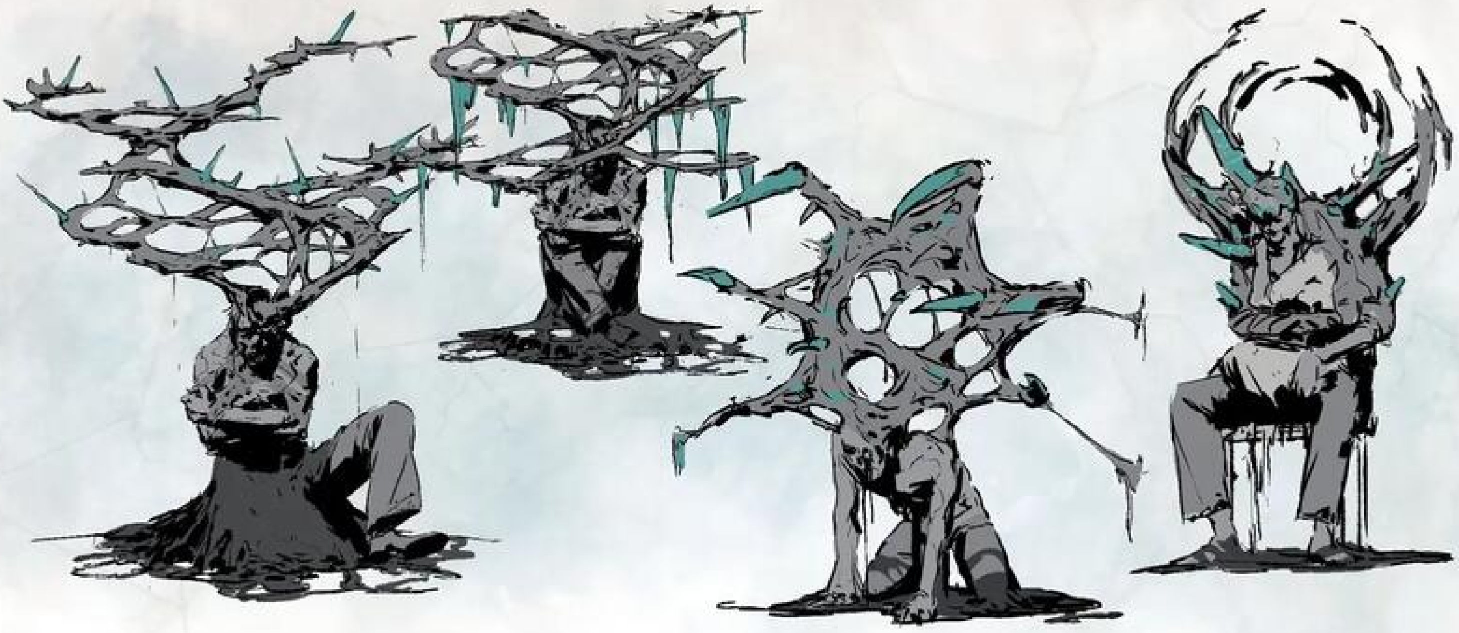


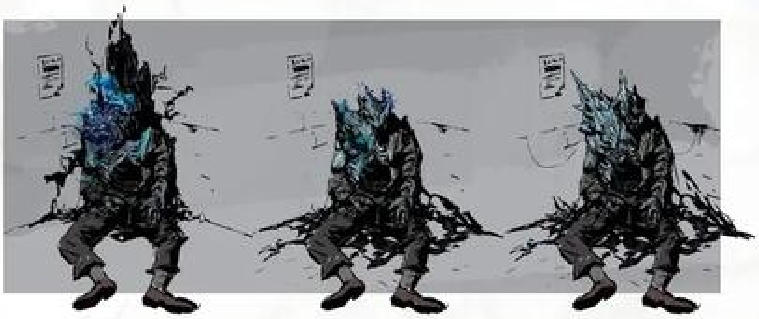


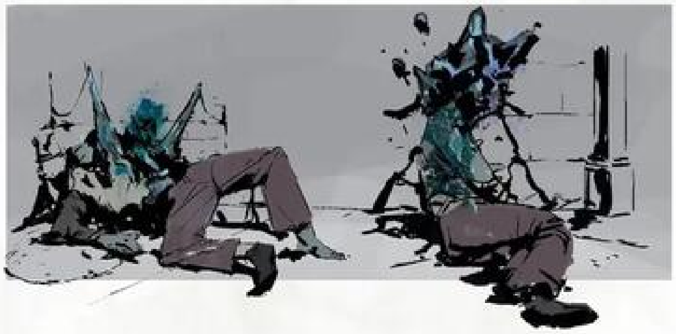


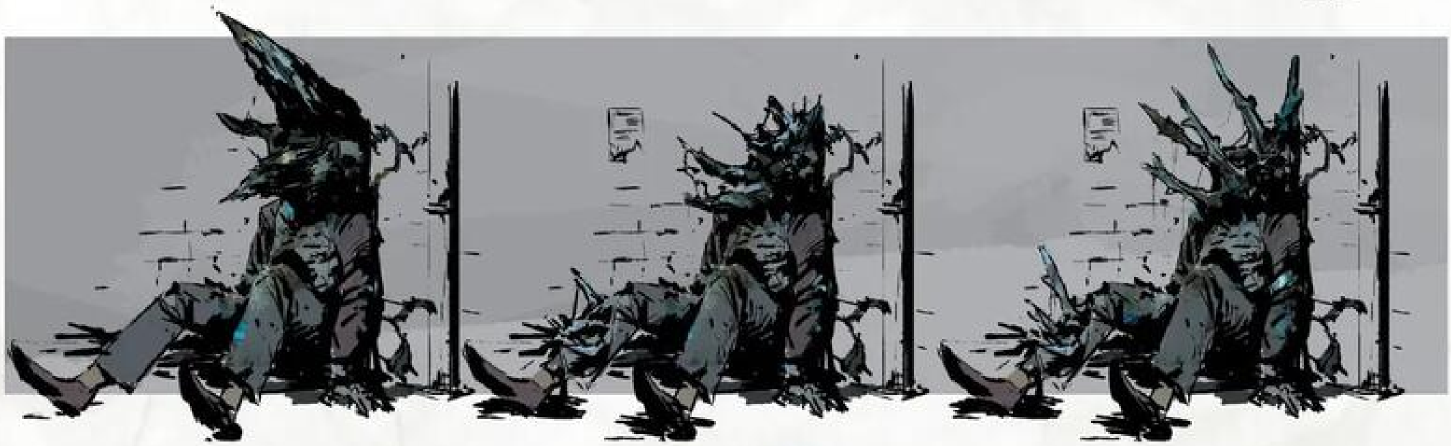


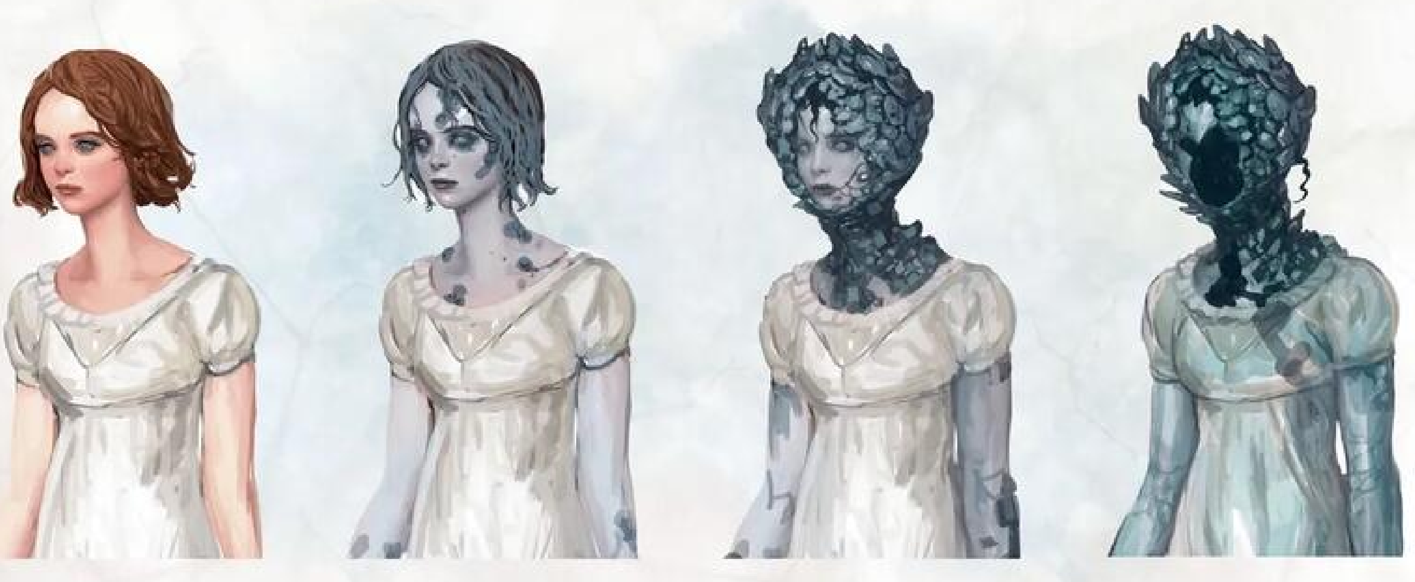


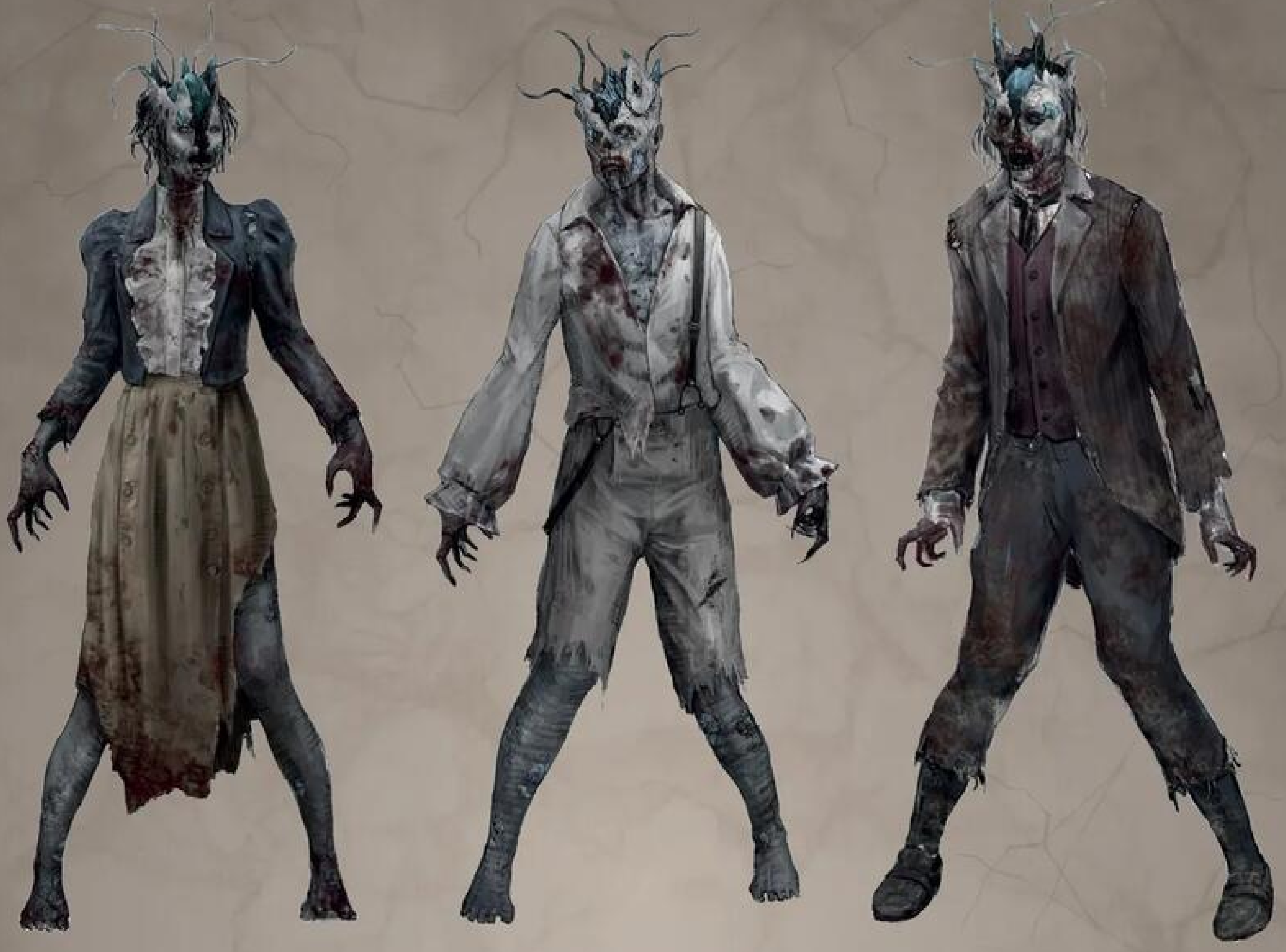


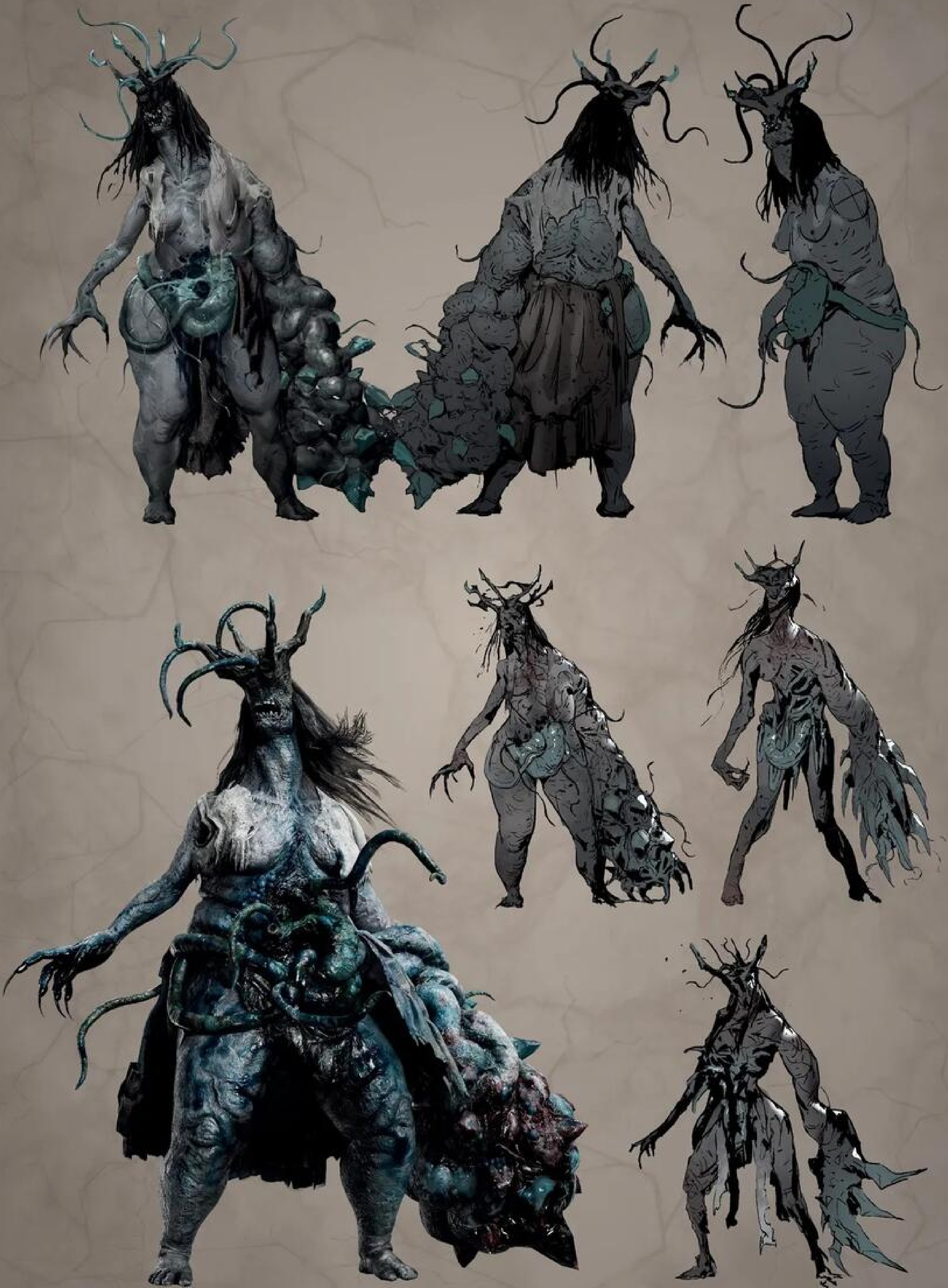


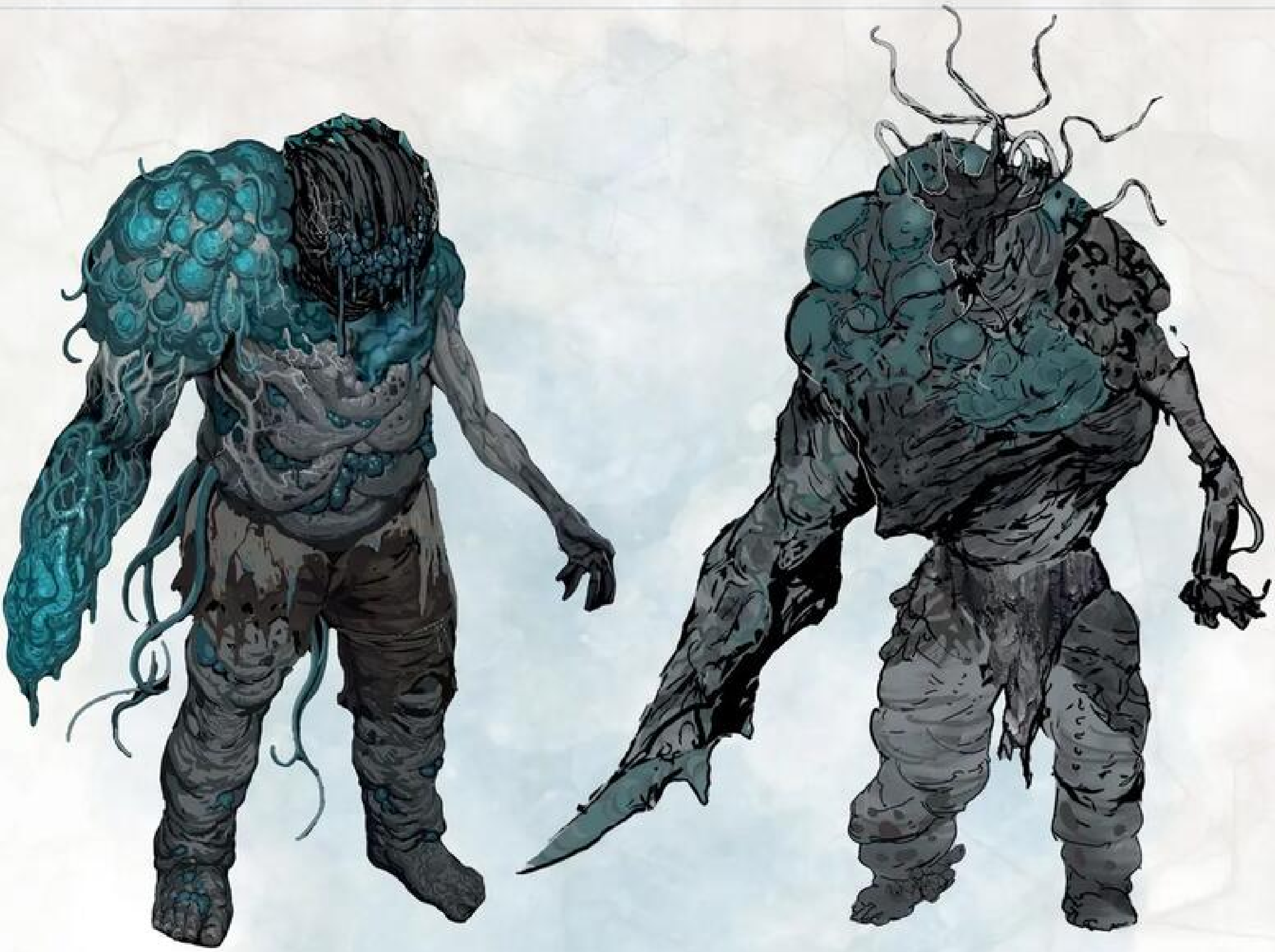


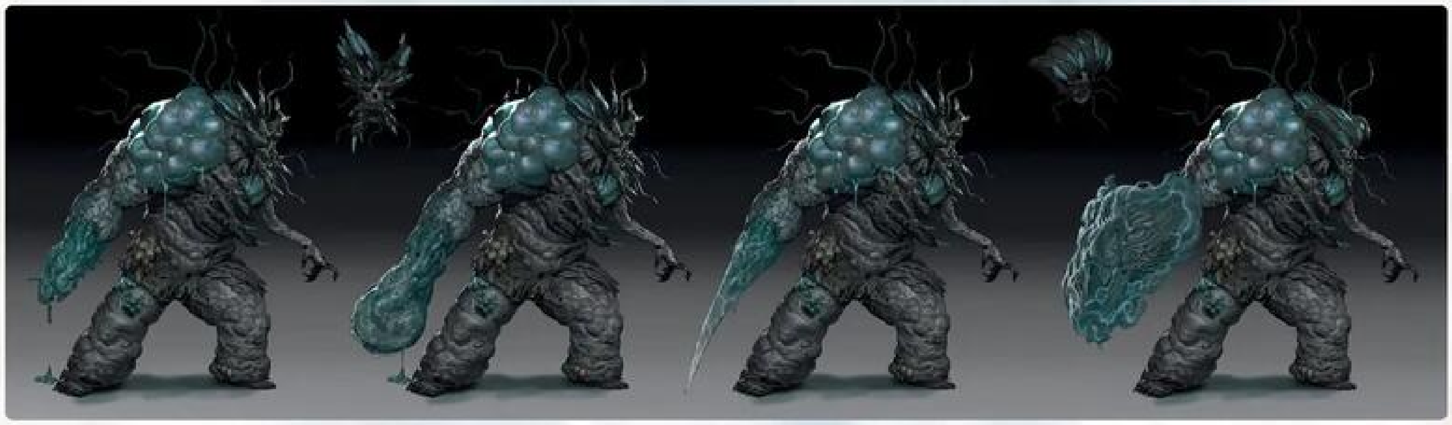


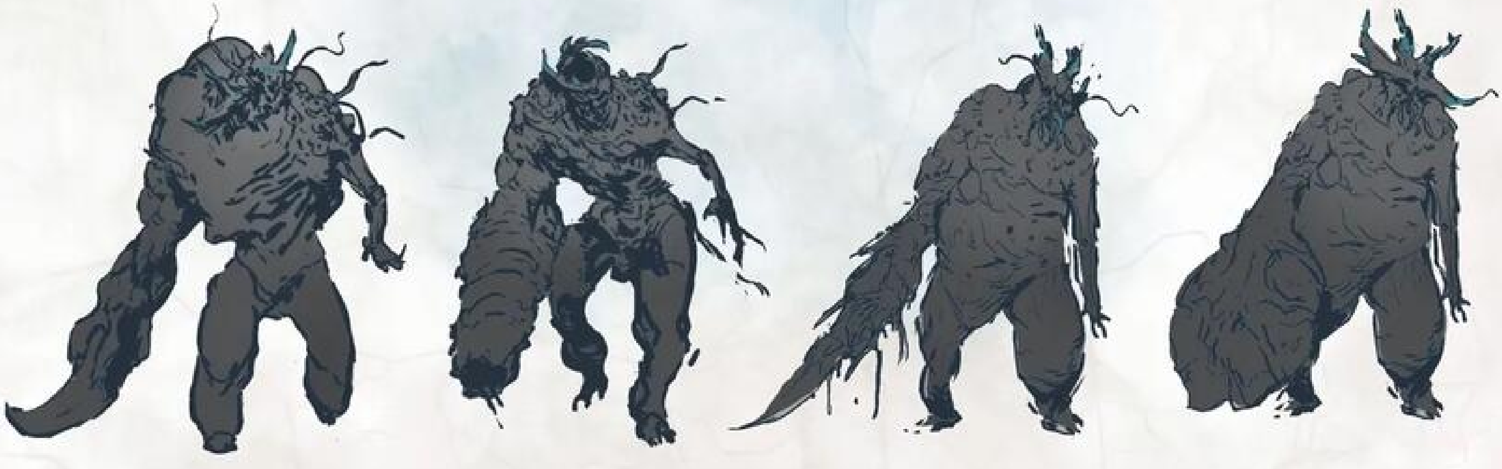




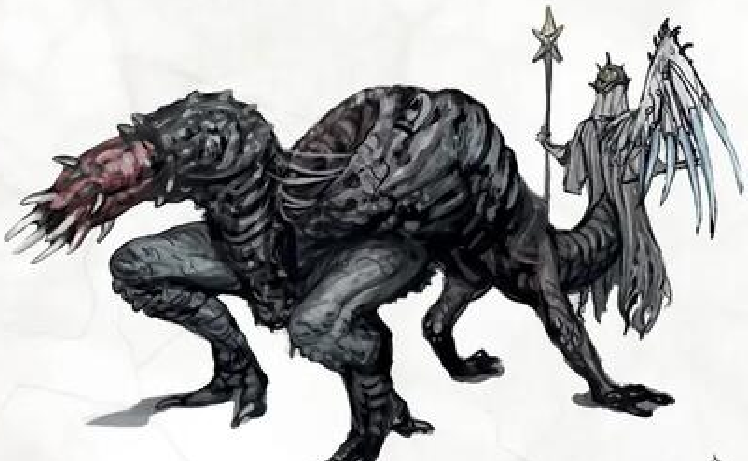


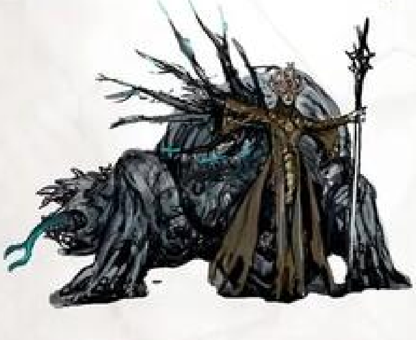


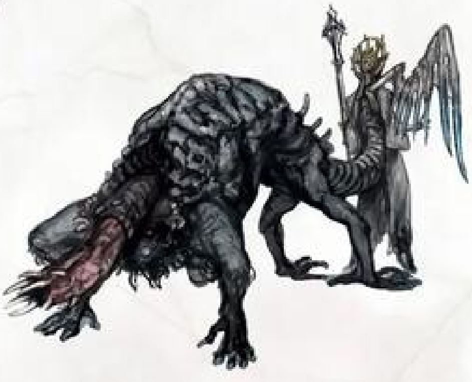


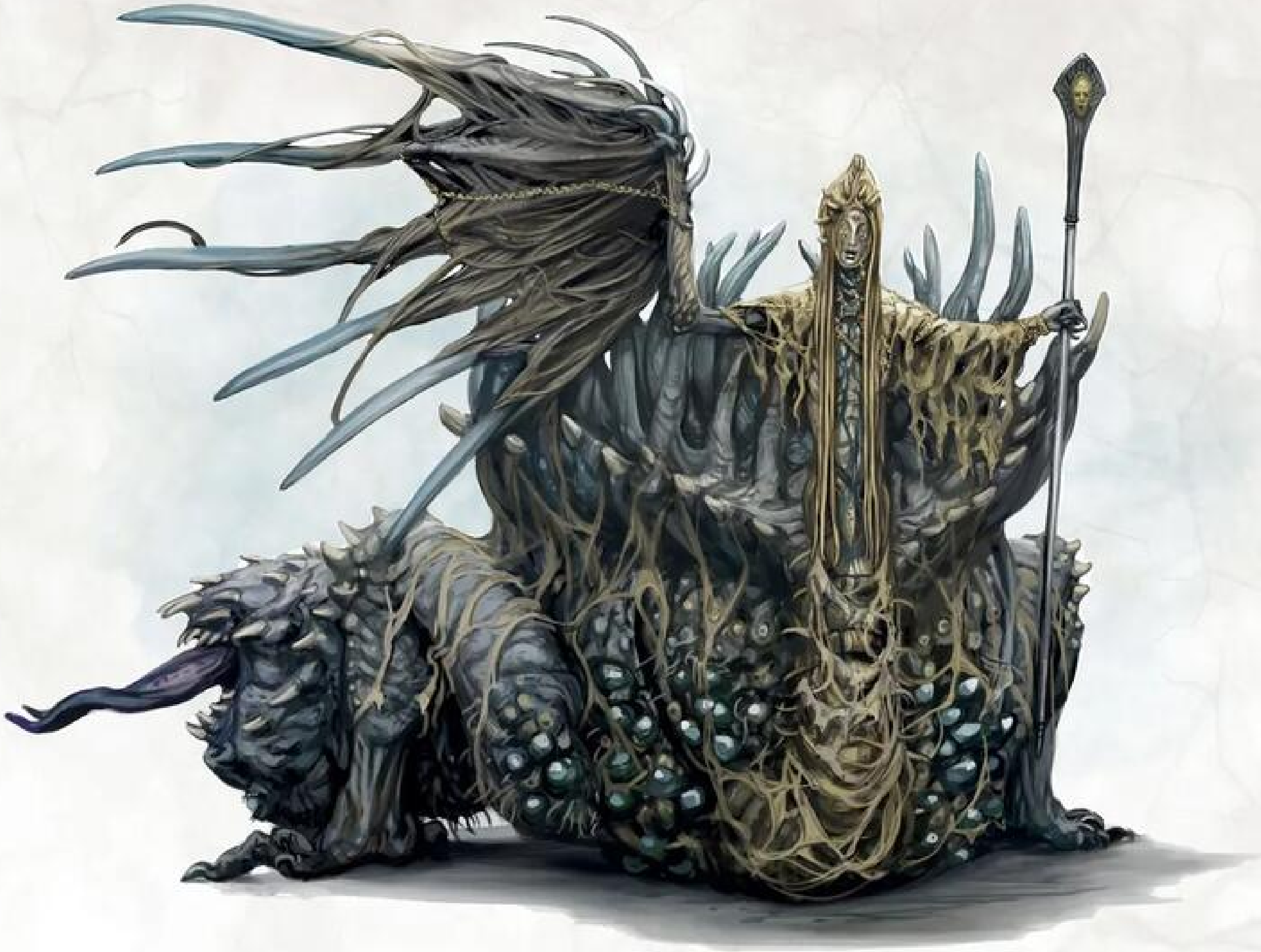


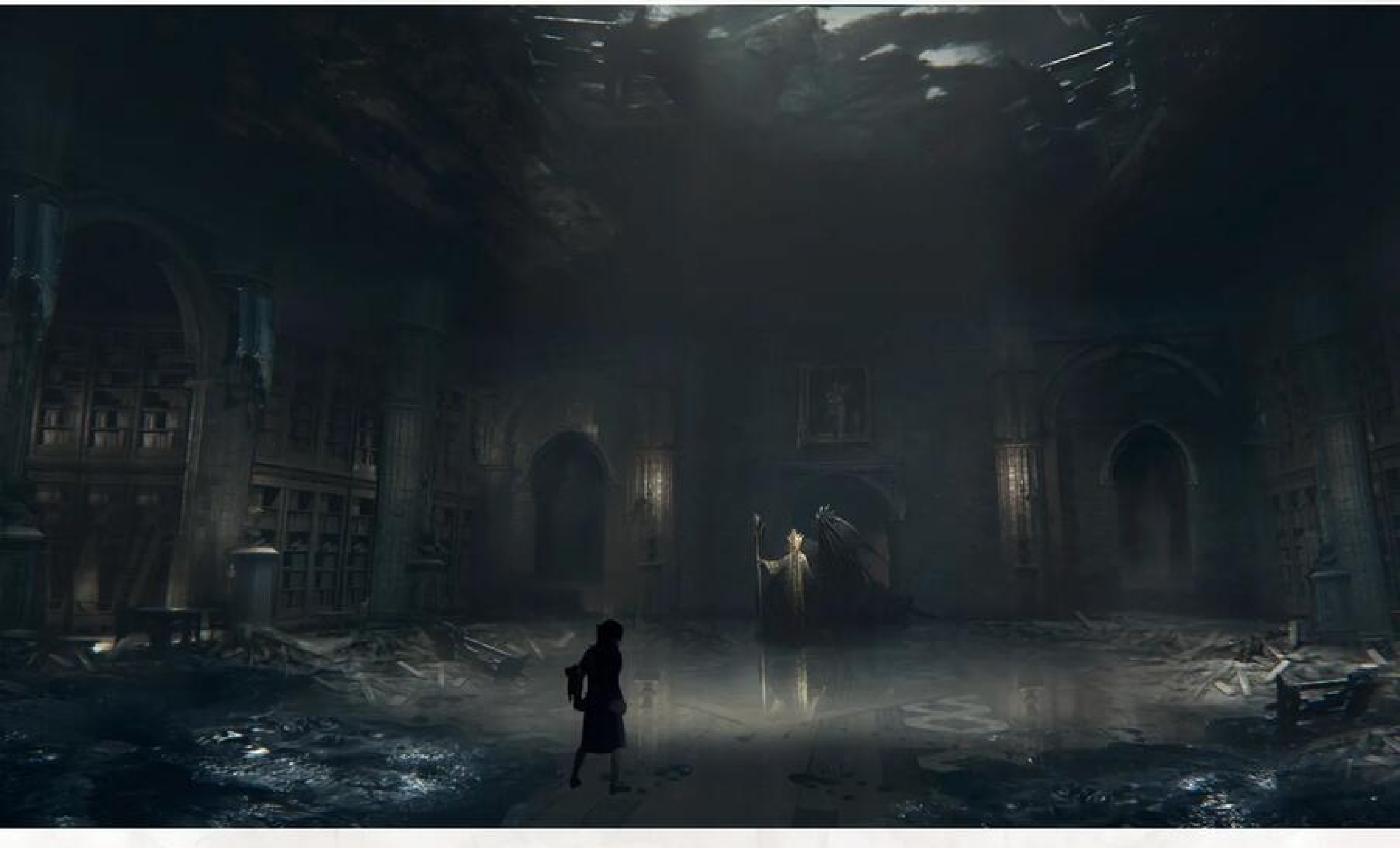
FALLEN ARCHBISHOP ANDREUS



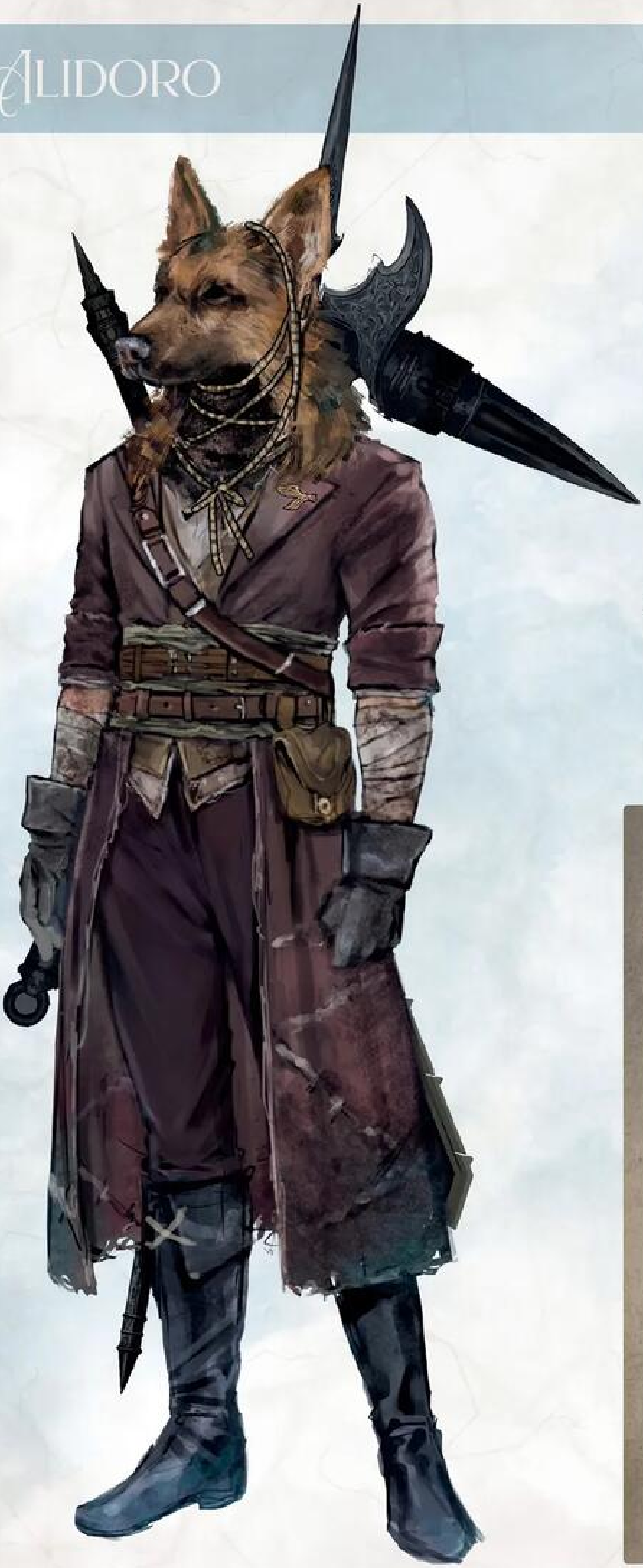


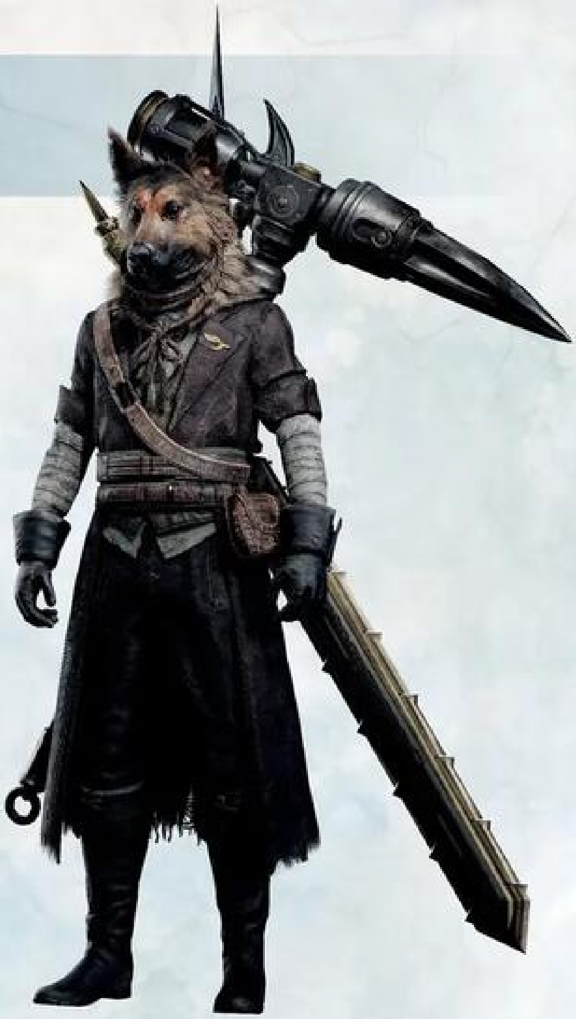


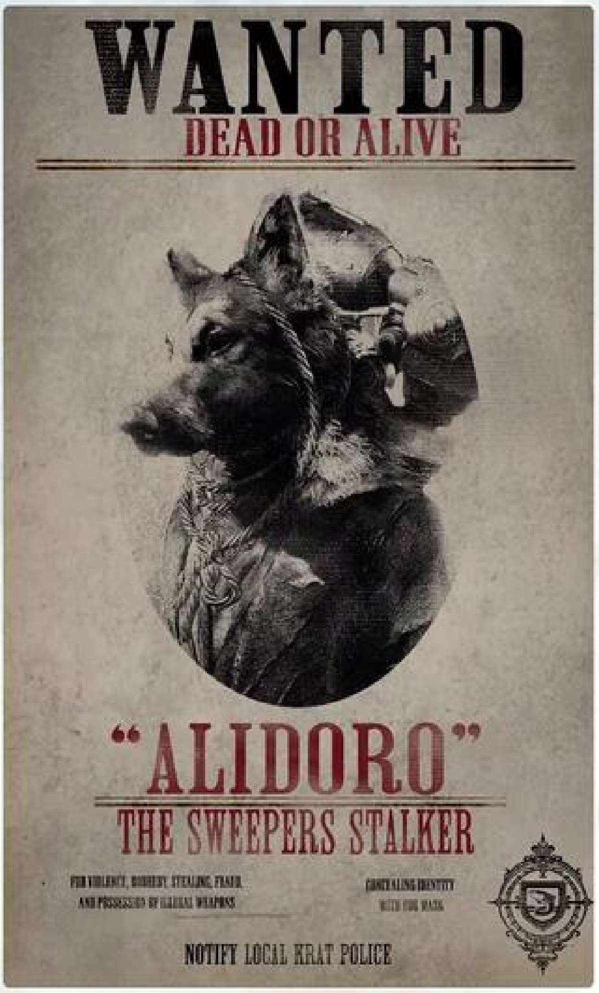




ALIDORO






WANTED
DEAD OR ALIVE
"ALIDORO"
THE SWEEPERS STALKER
FOR VIOLENCE, ROBBERY, STEALING, FRAUD, AND POSSESSION OF ILLEGAL WEAPONS
CONCEALING IDENTITY WITH DOG MASK
NOTIFY LOCAL KRAT POLICE

Chapter 6

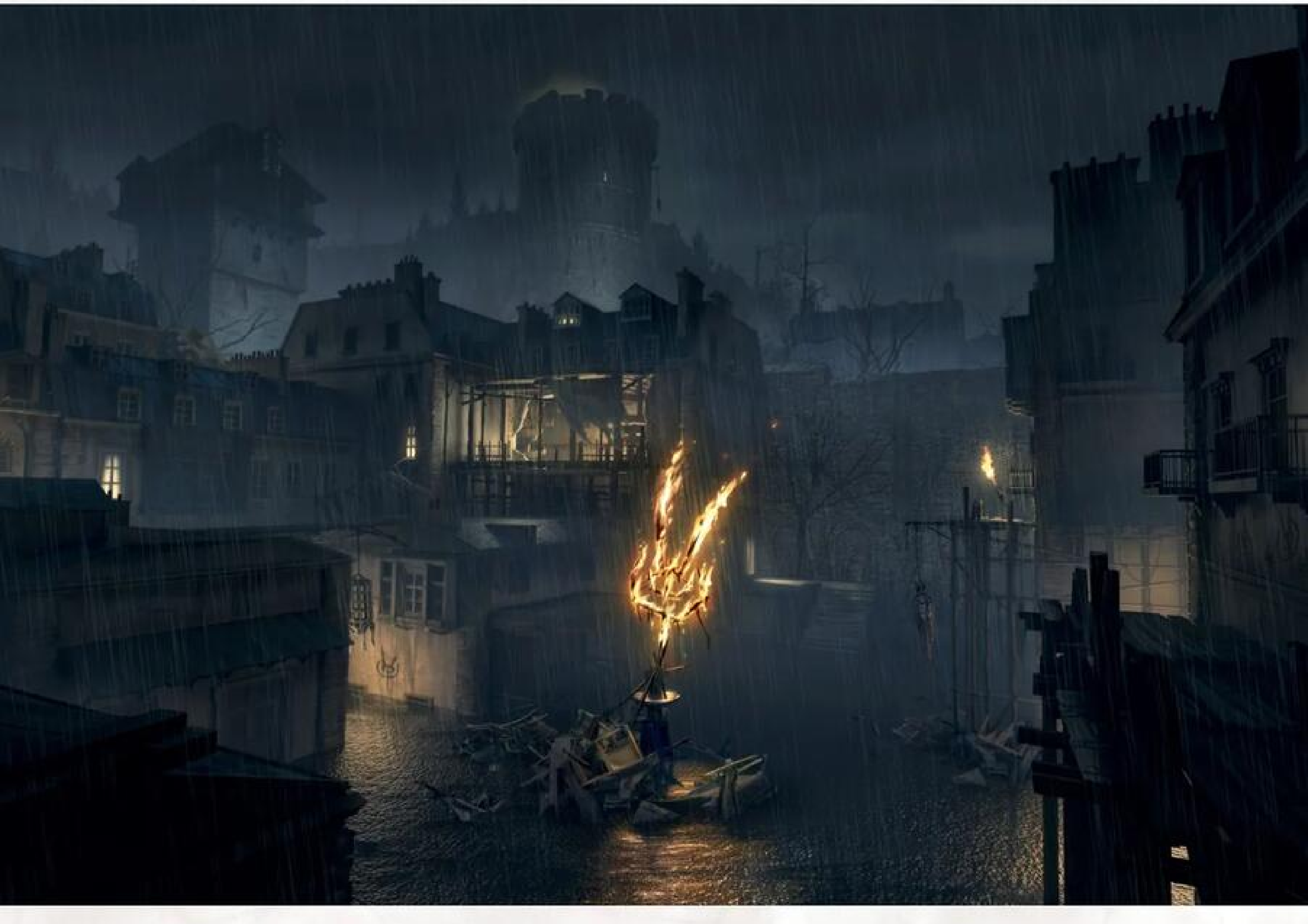
MALUM DISTRICT

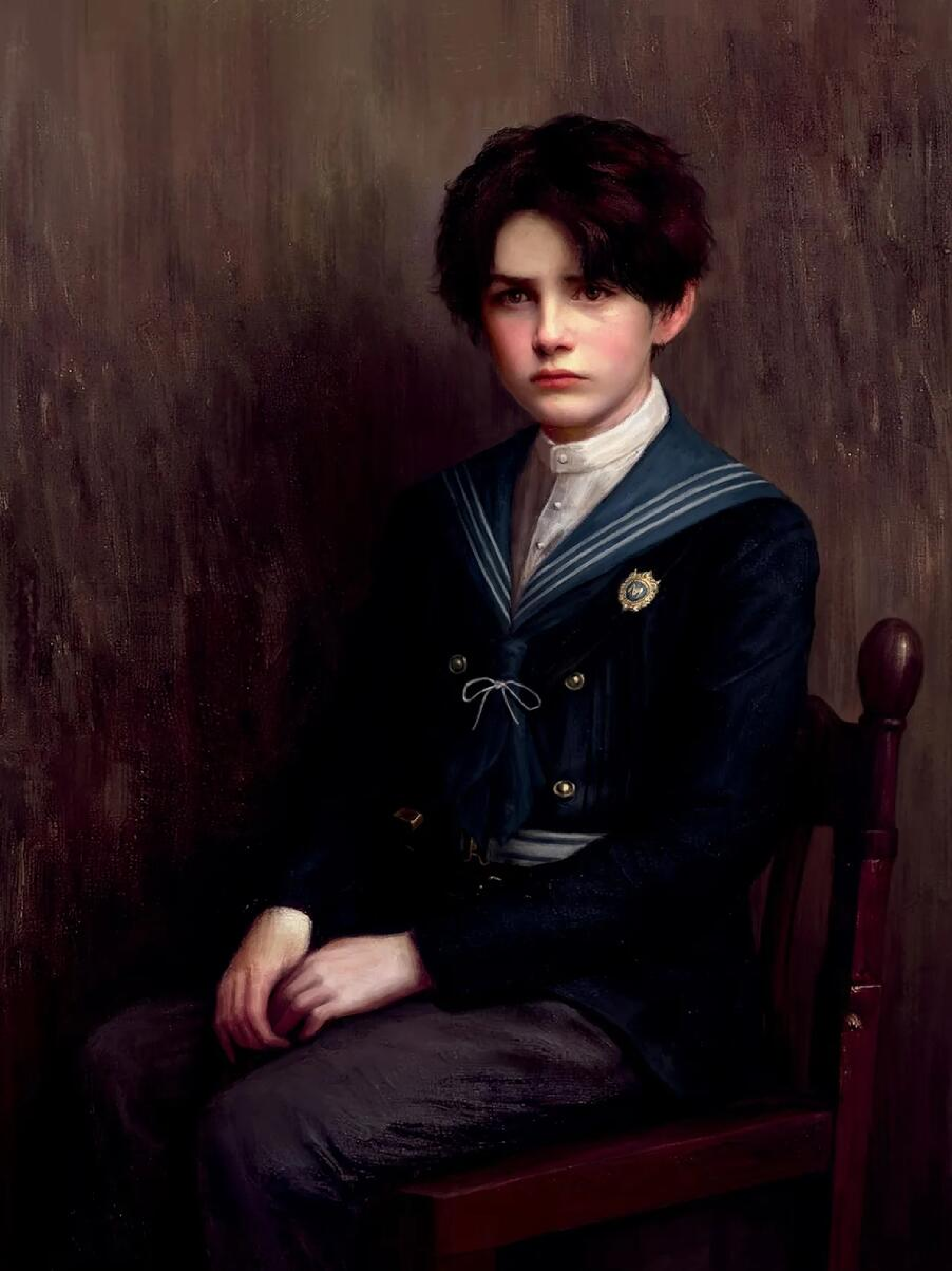
Not a single ray of sunlight. Never-ending dreary rainfall. A shredded flag quivering with a hint of its past glory. Grotesque monsters crawling in every corner.

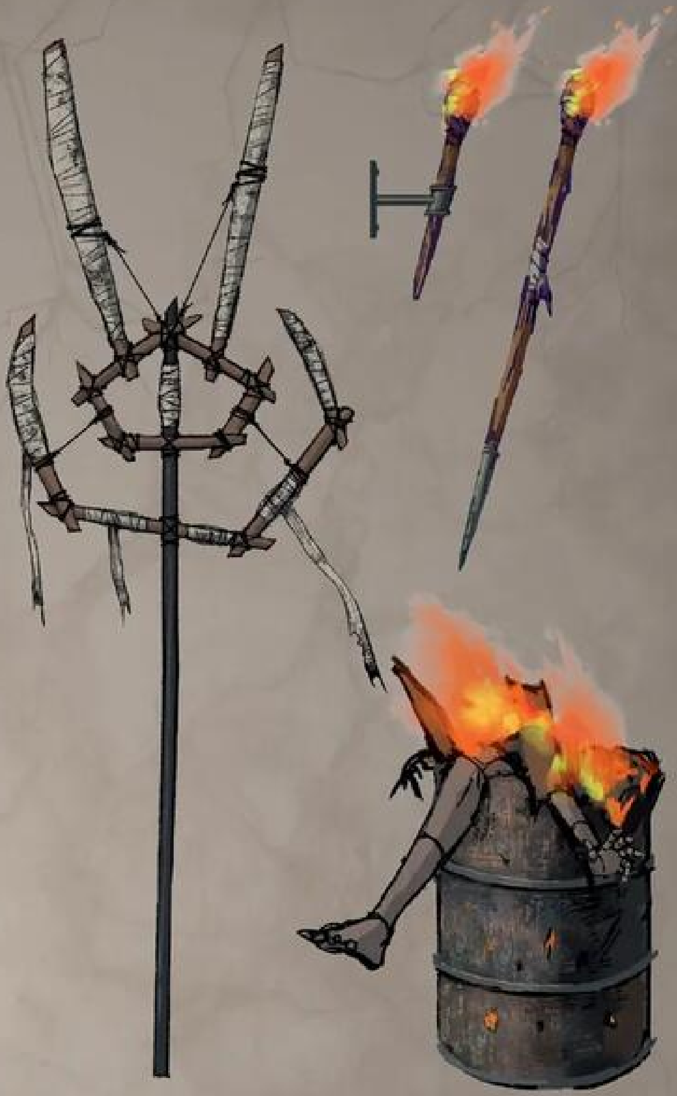
Even during the glory days of Krat, there was no sun shining on the Malum District. While the high streets of the city were enjoying the wealth derived from Krat's technology, all of the city's wretchedness, filth, and poverty were prevalent in this district. Whereas the cathedral was designed to have players feel the downfall as they walk through it, the Malum District displays the bleakest side of the city as soon as one arrives at the entrance.

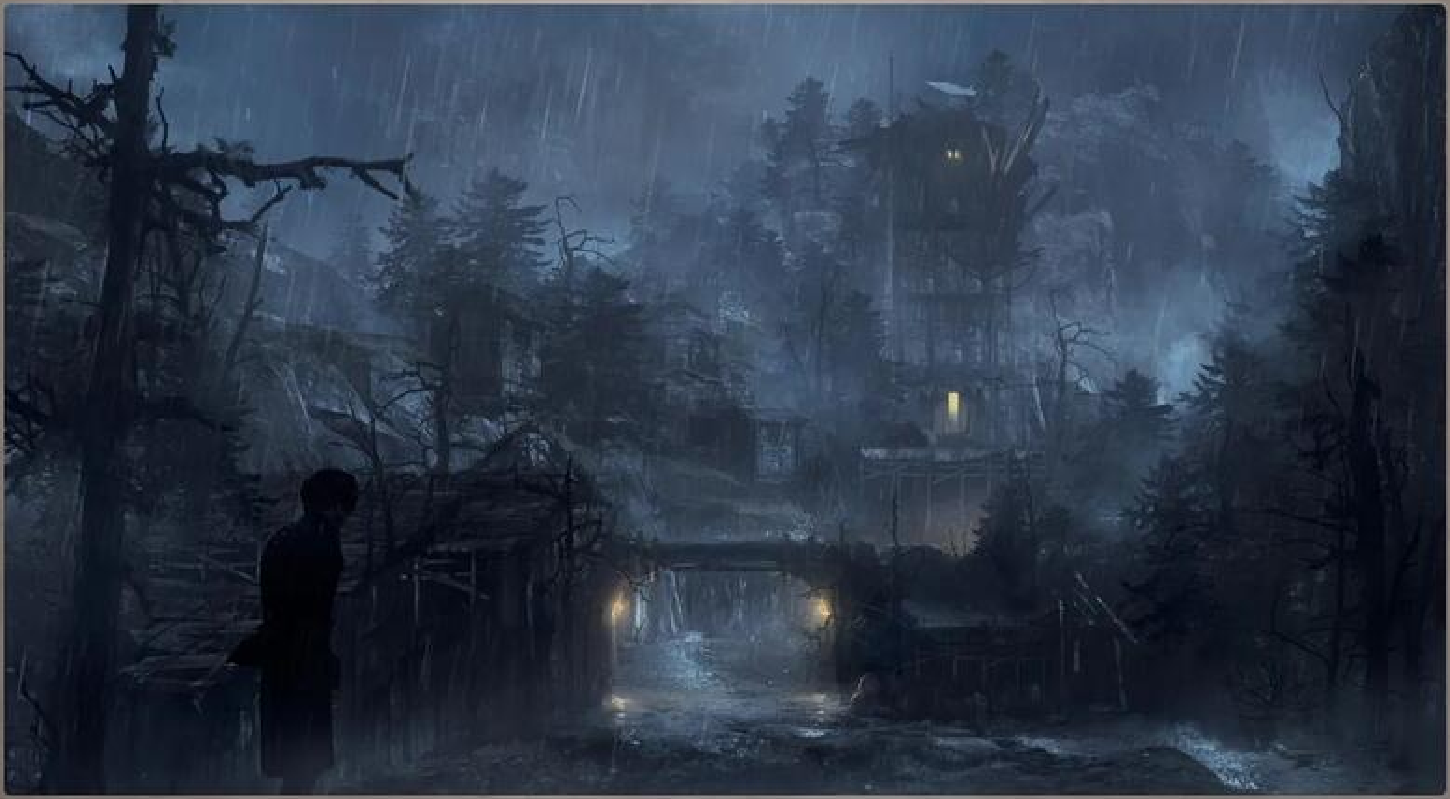
The Black Rabbit Brotherhood is just another misery that's added to this nightmare. Inspired by the four black rabbits carrying a coffin in *The Adventures of Pinocchio*, these characters may be friendly to each other, but you must not be fooled by this, as they are ruthless to any new visitors in the Malum District. However, the brotherhood is also a means of lightening up the mood. The pairing of their unique and silly-looking masks with their cruel and fanatical nature was designed to balance the overall atmosphere and add more layers to the place.

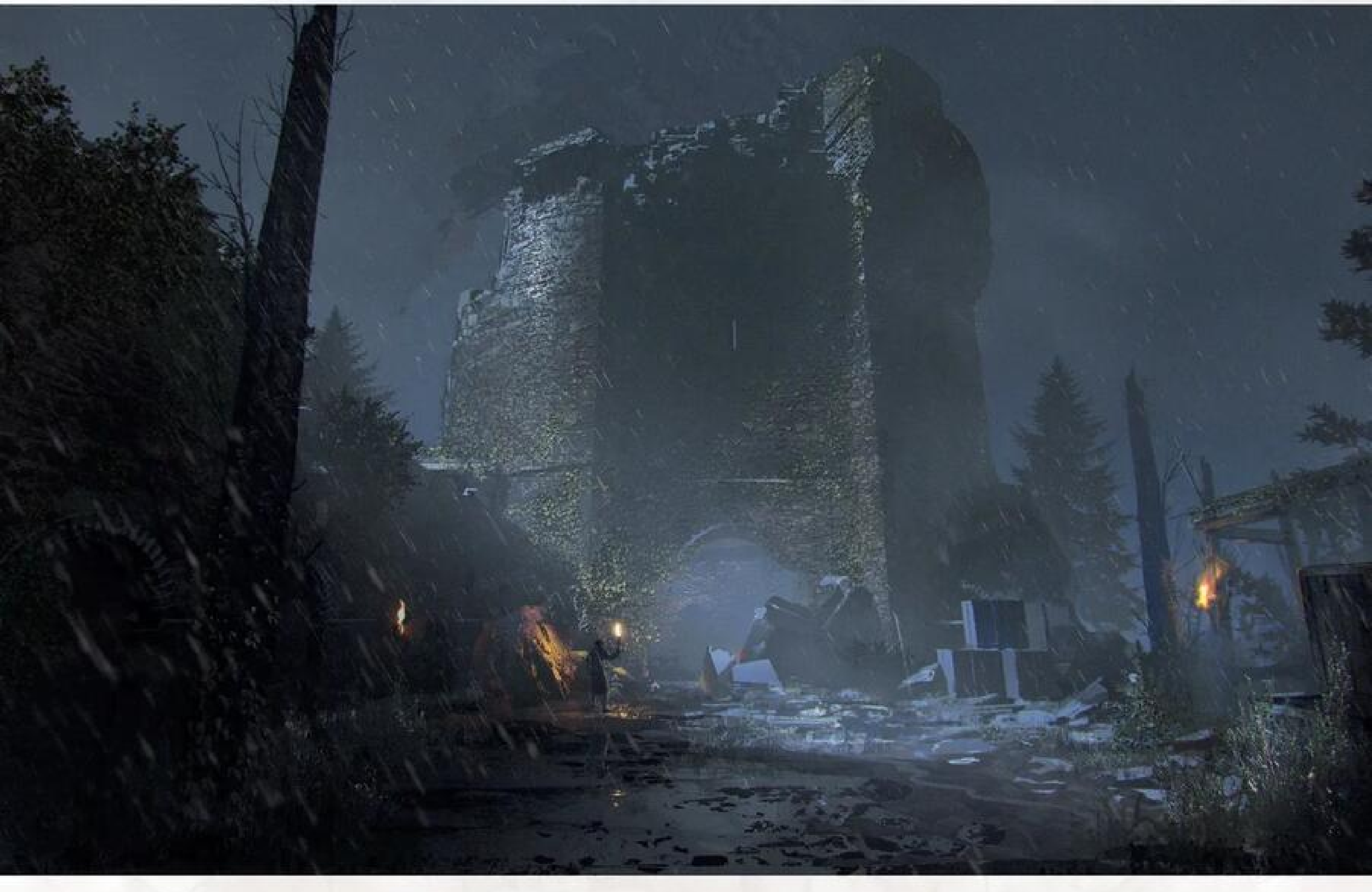
Deep inside the district, under the shadows awaits the pharmacist Giangio and the Gold Coin Tree, captivating players with its beautiful and melancholy aura. They will guide us to another chapter of the world of *Lies of P* and unfold its hidden stories.

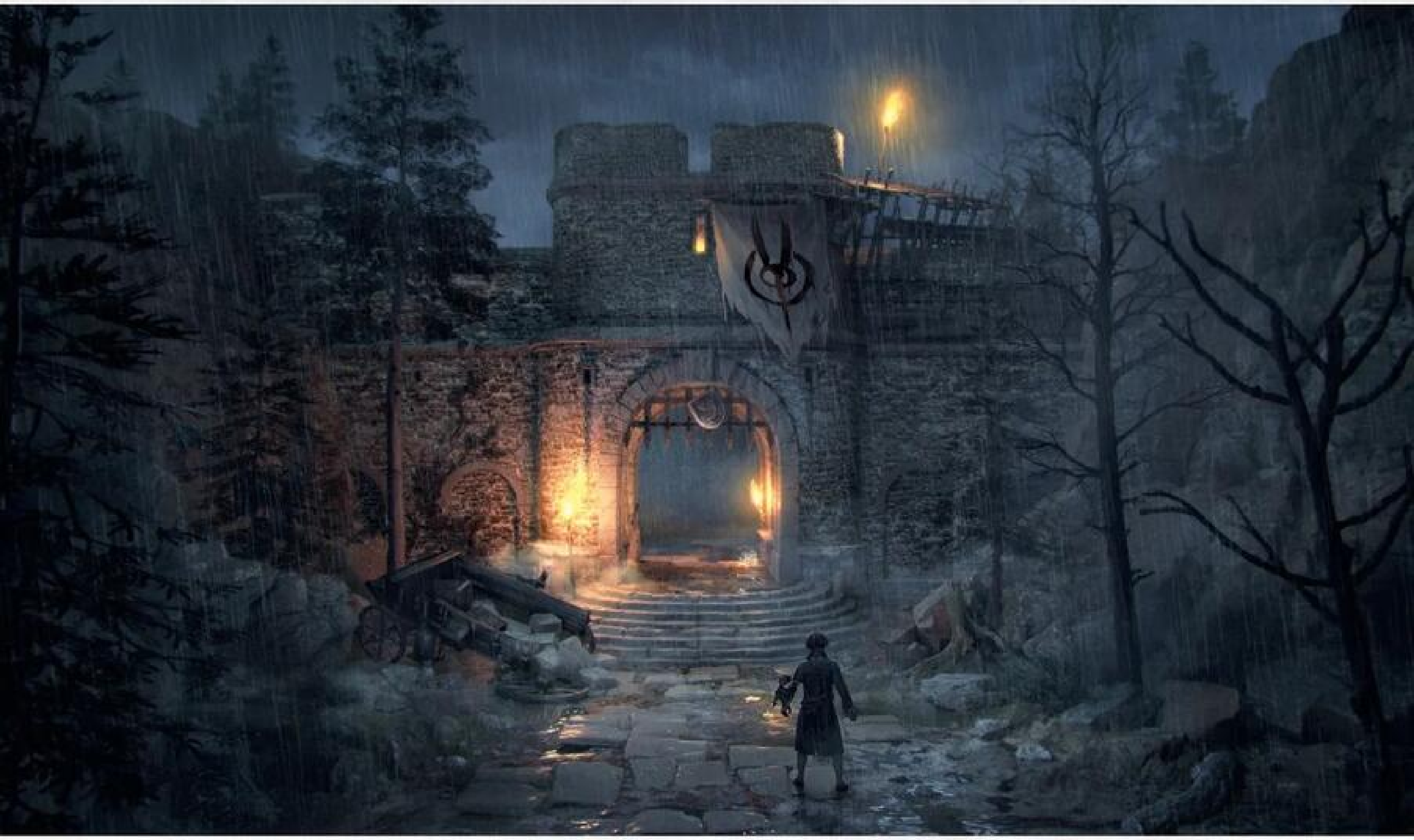


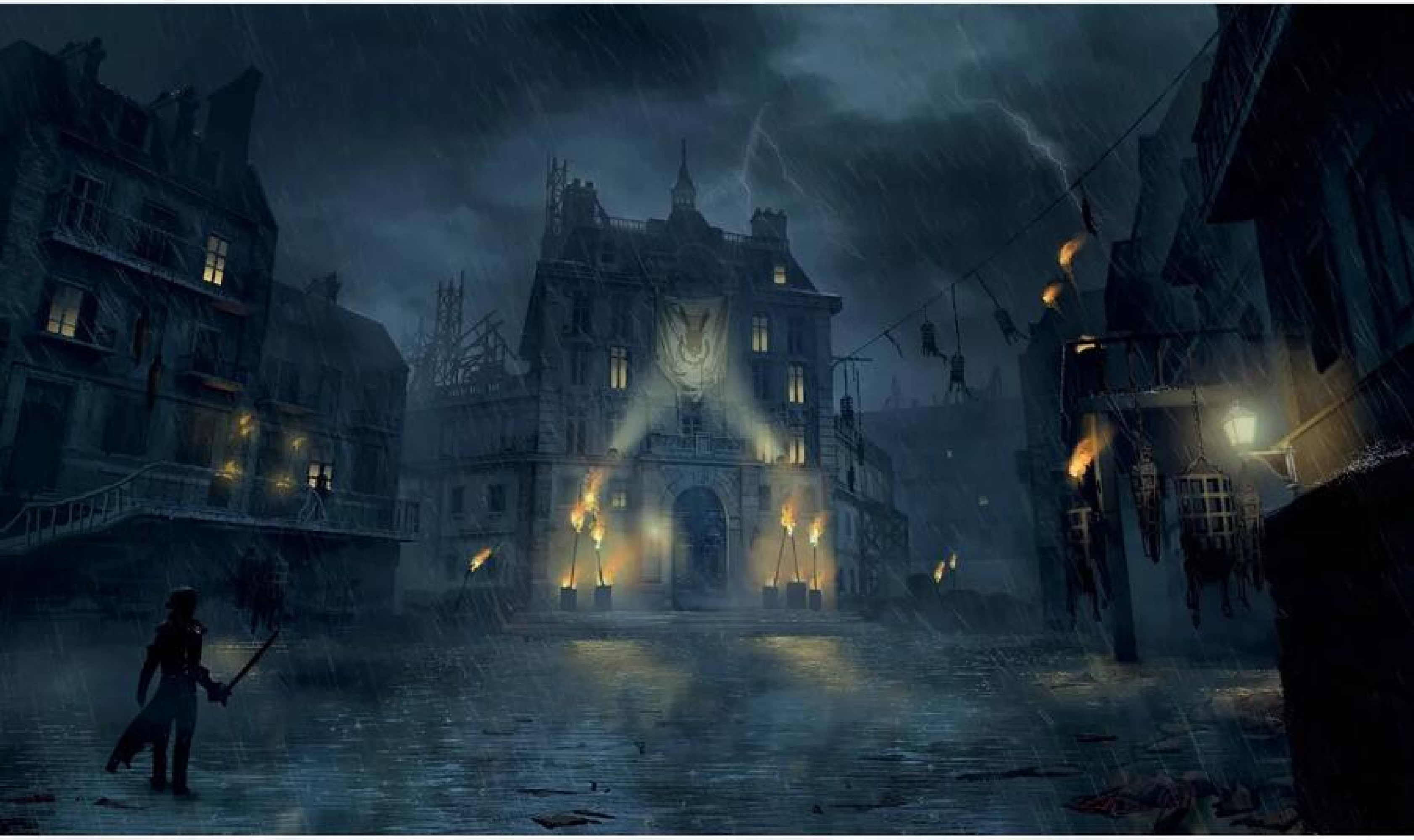


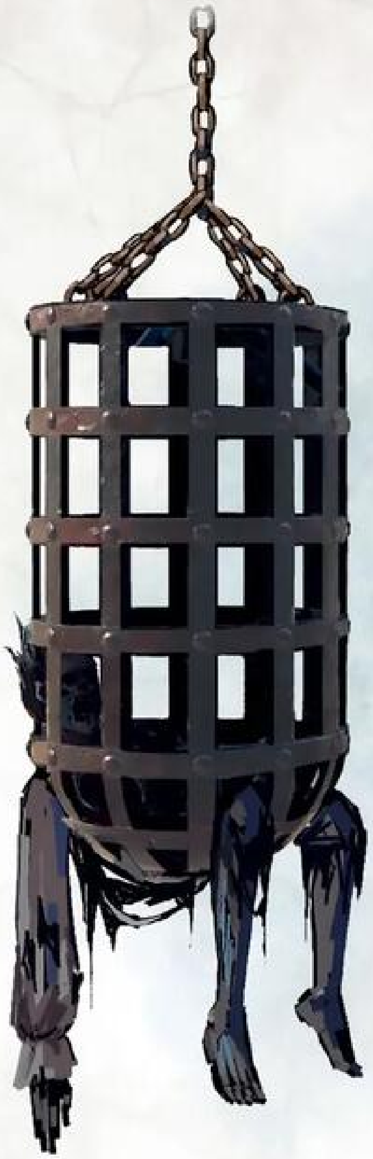


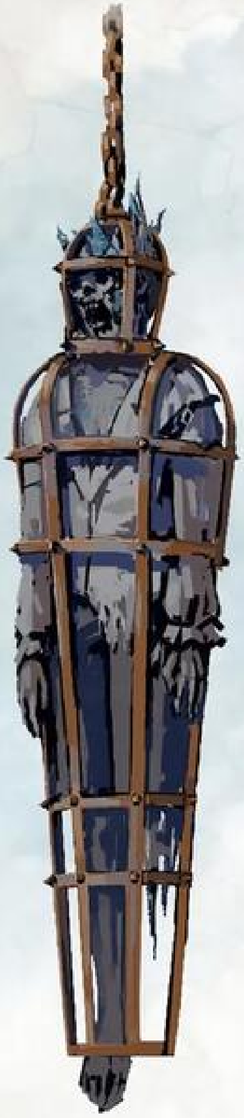


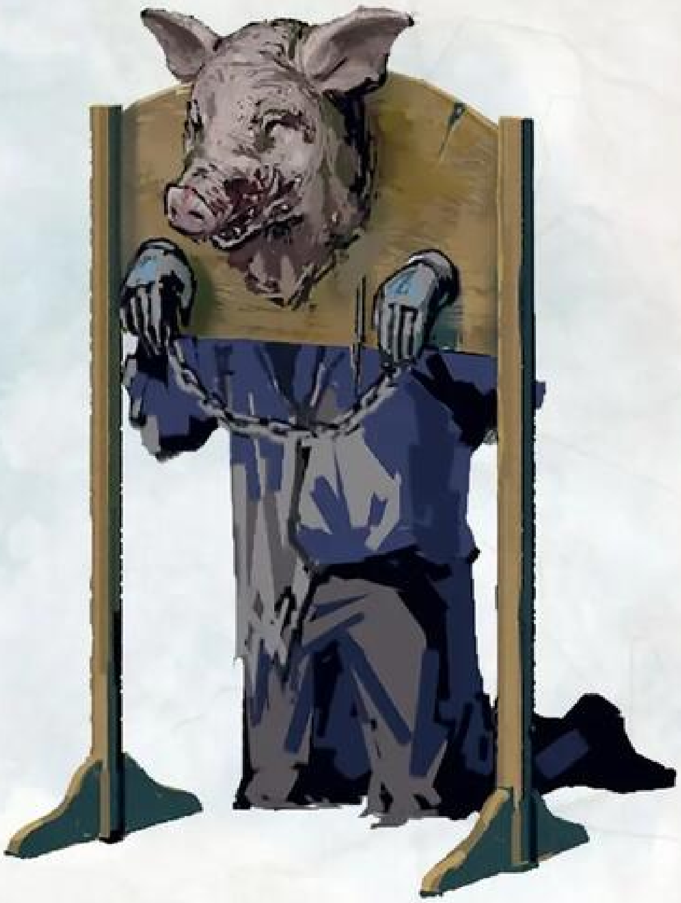




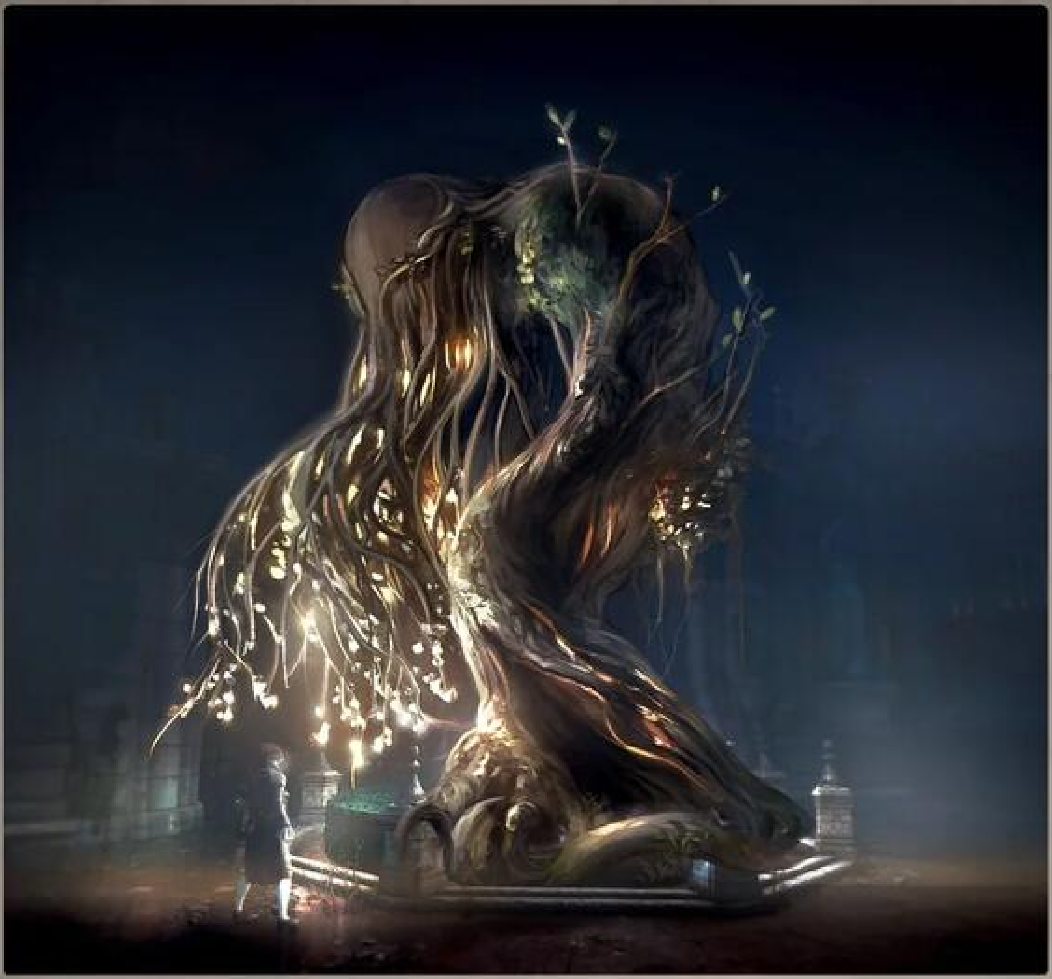


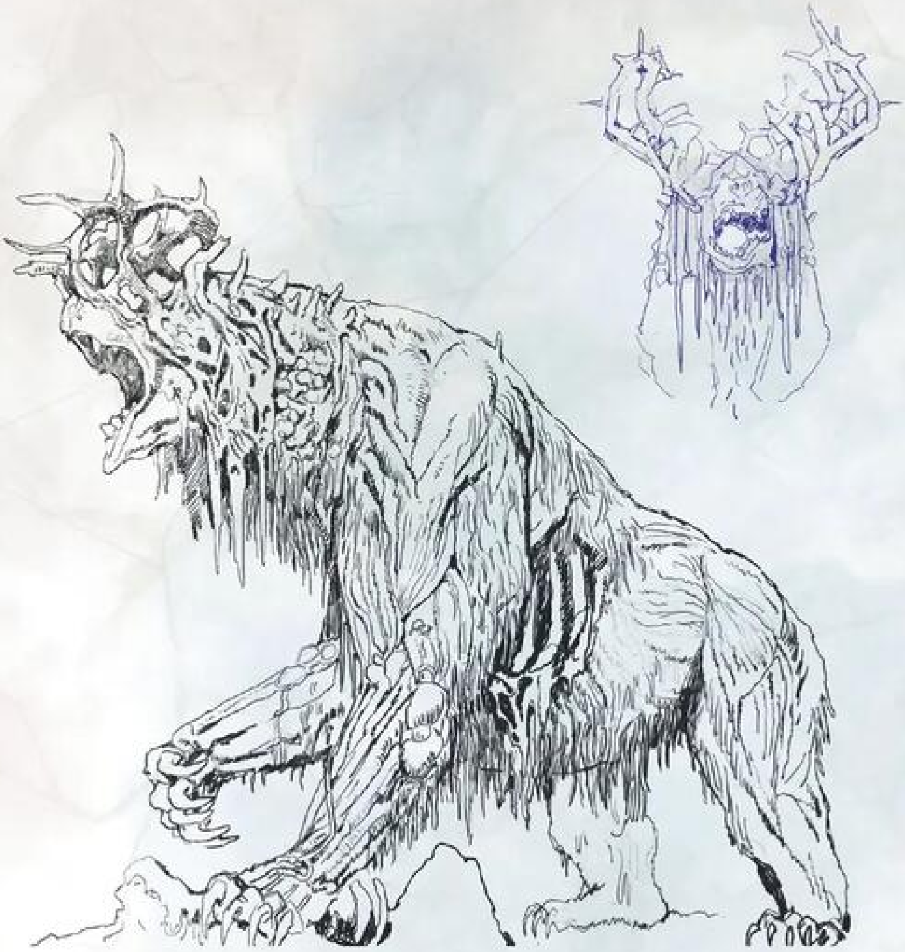


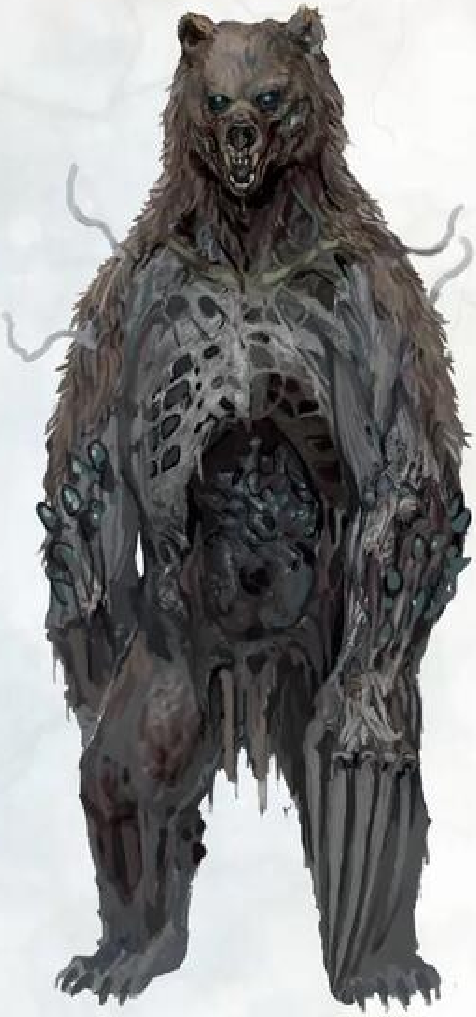


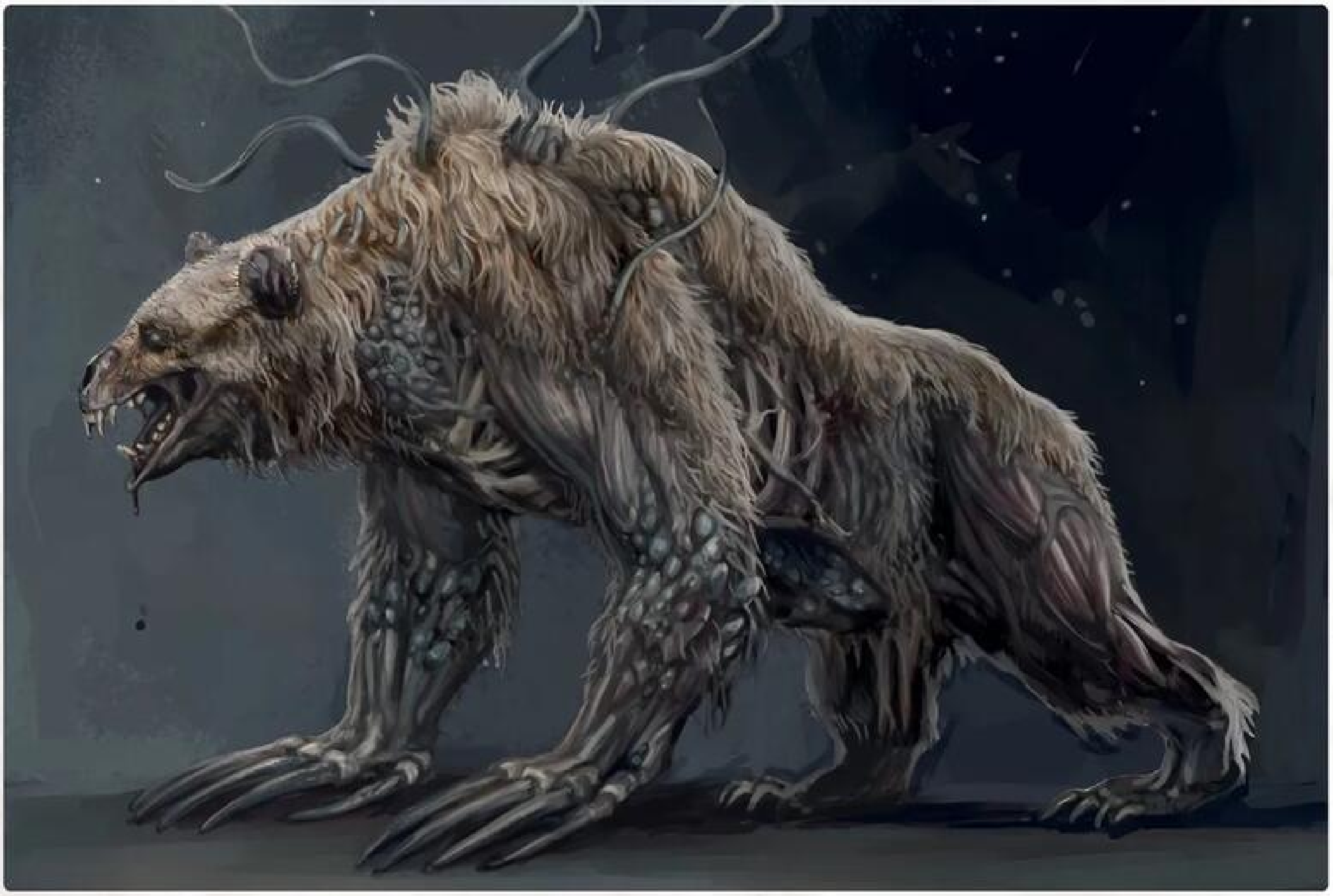


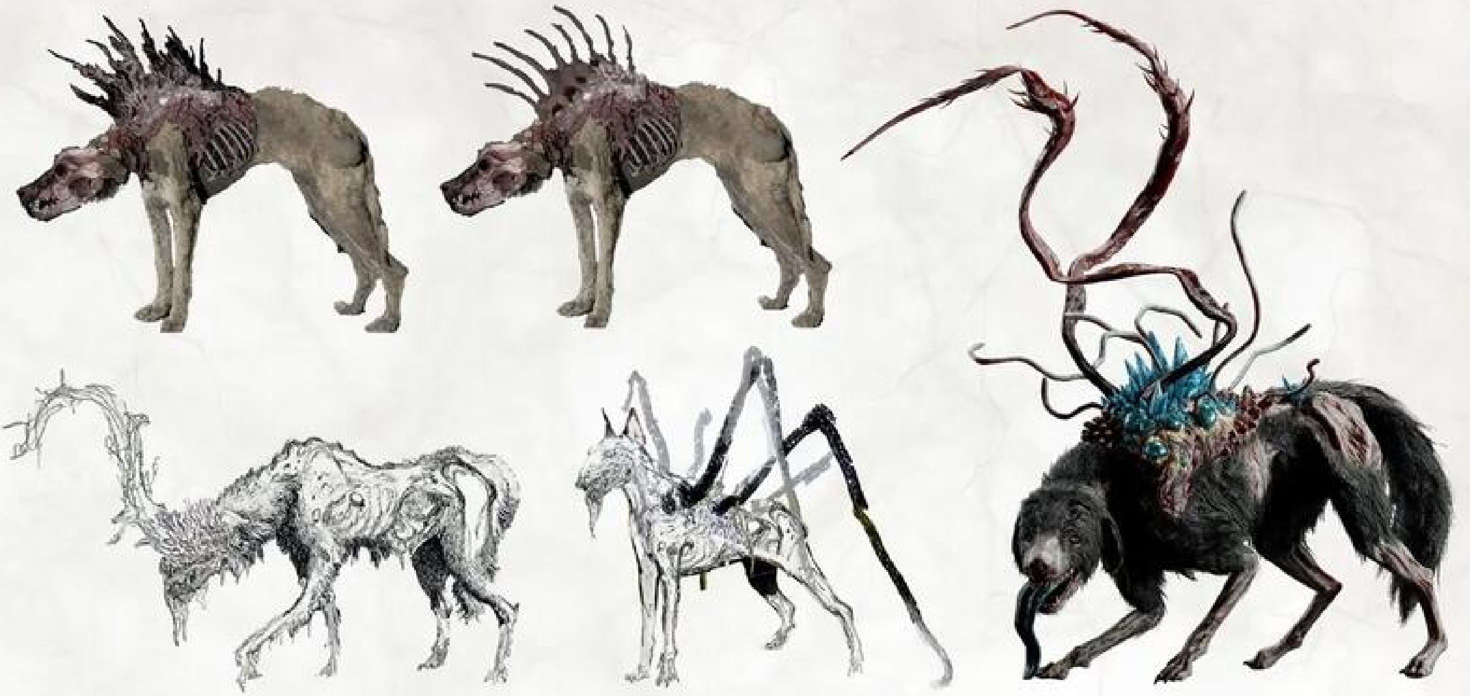
PURGE PUPPETS

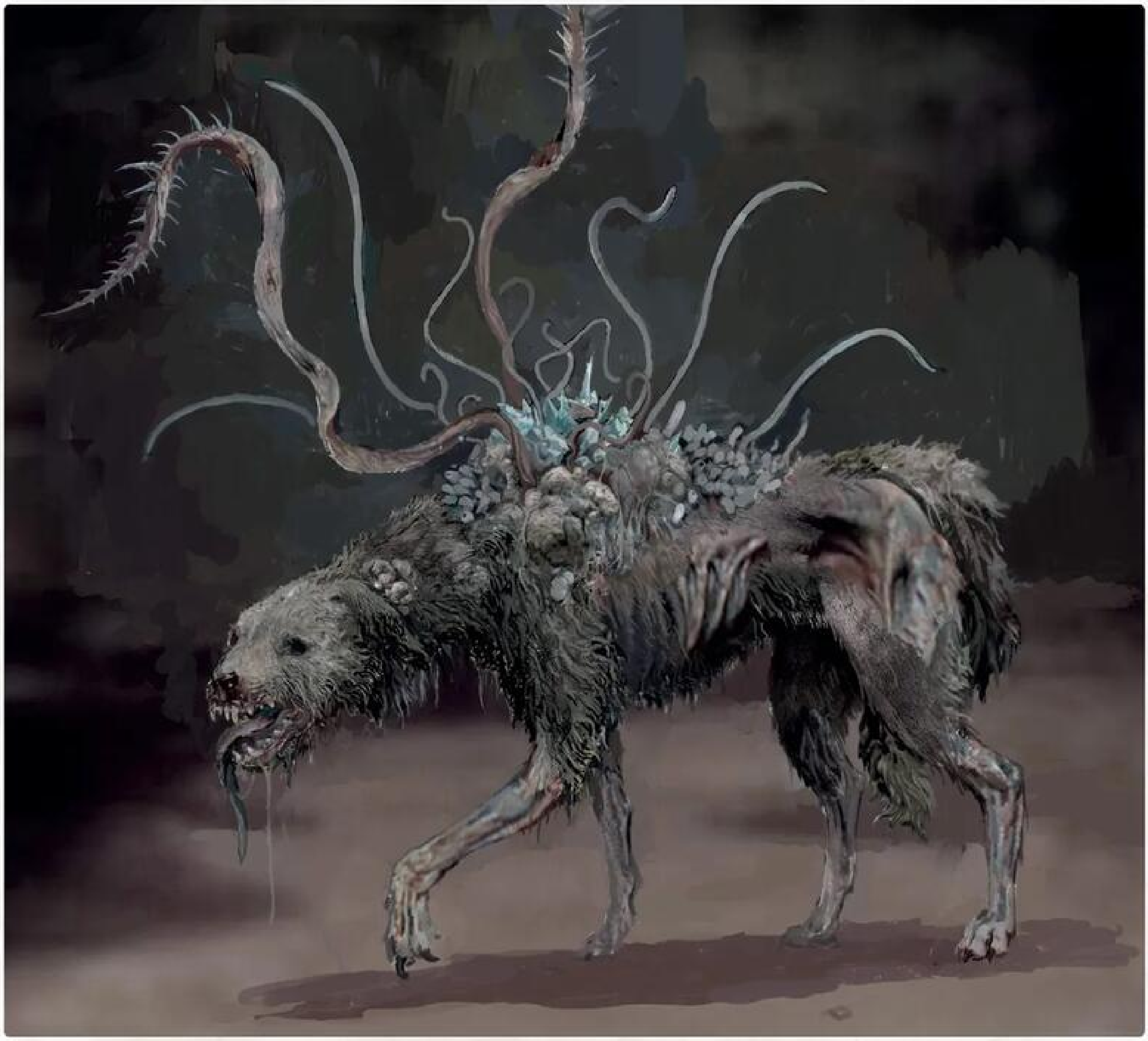


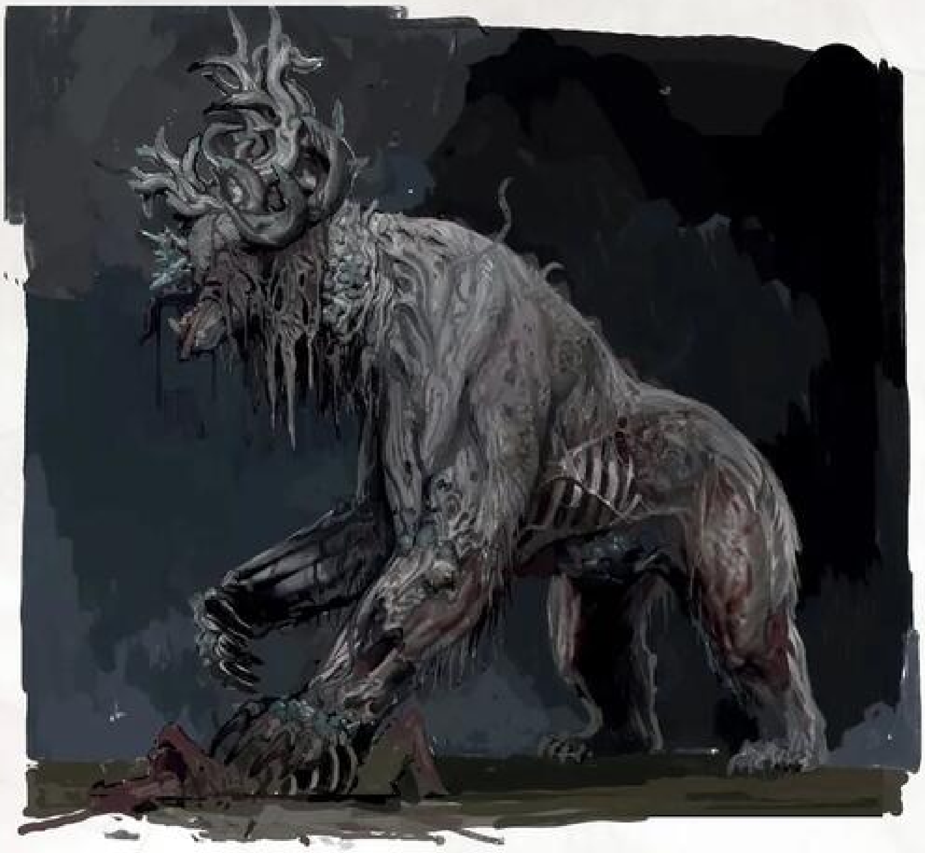


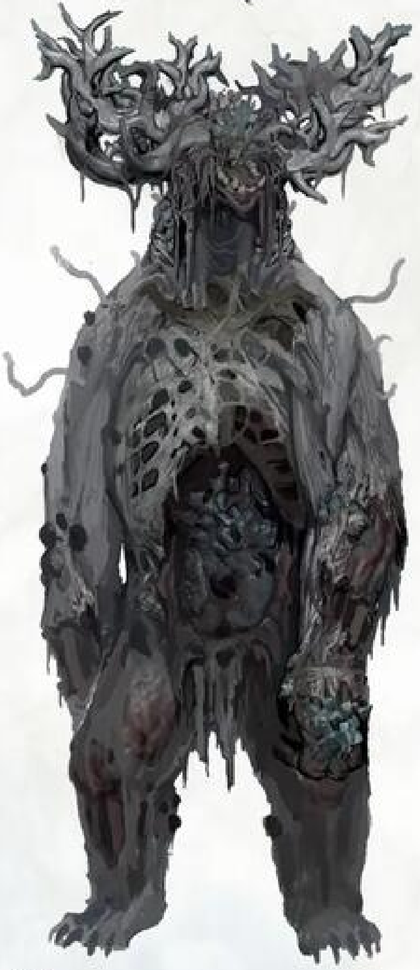


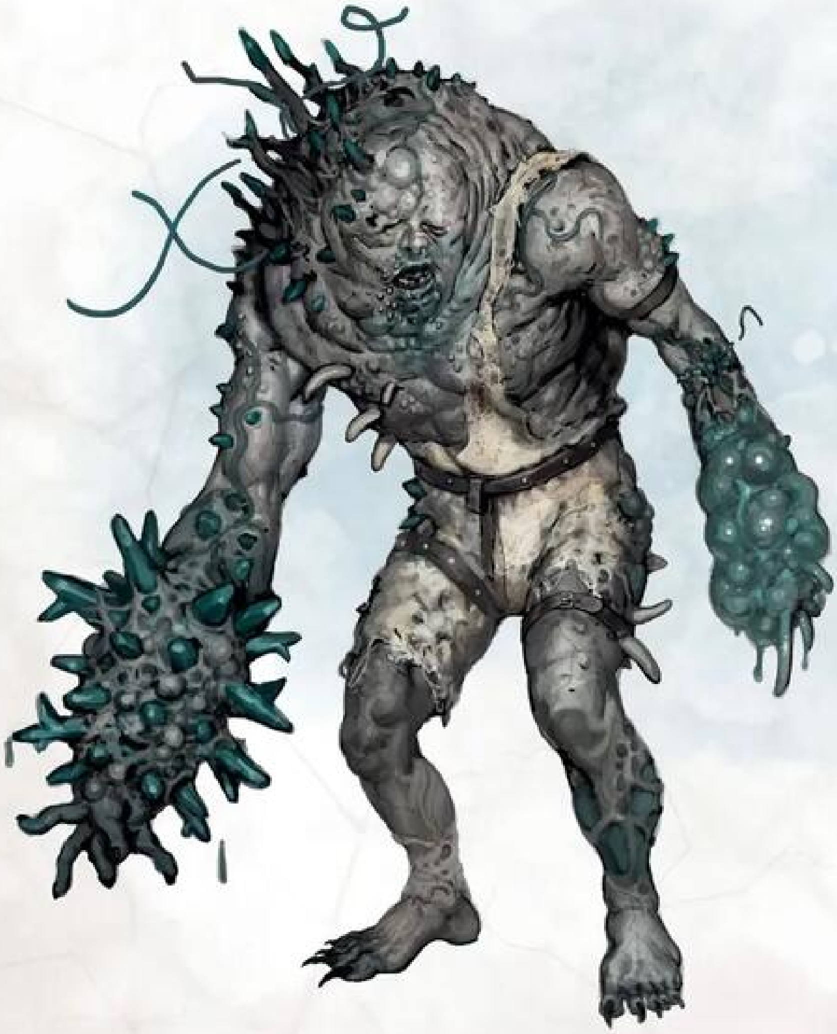


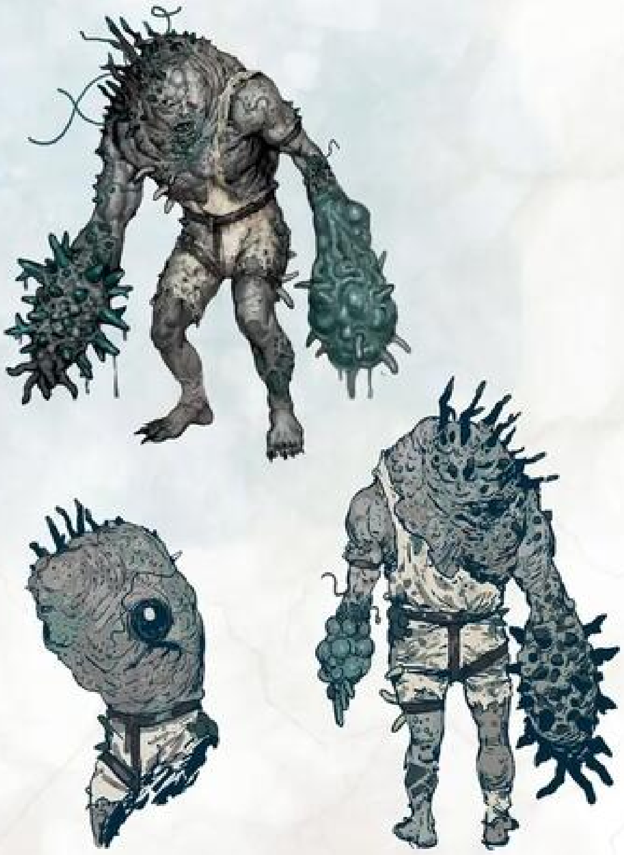


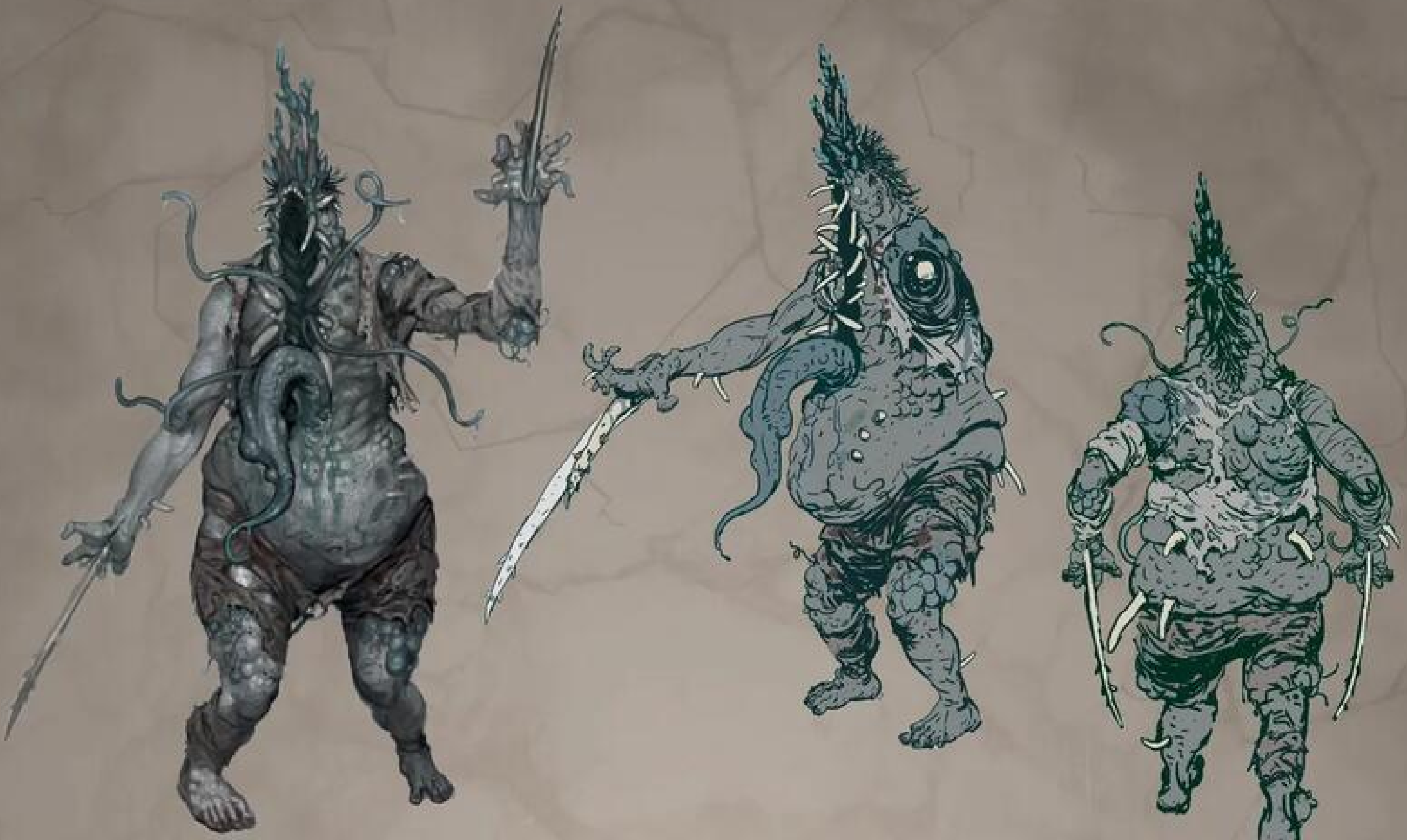


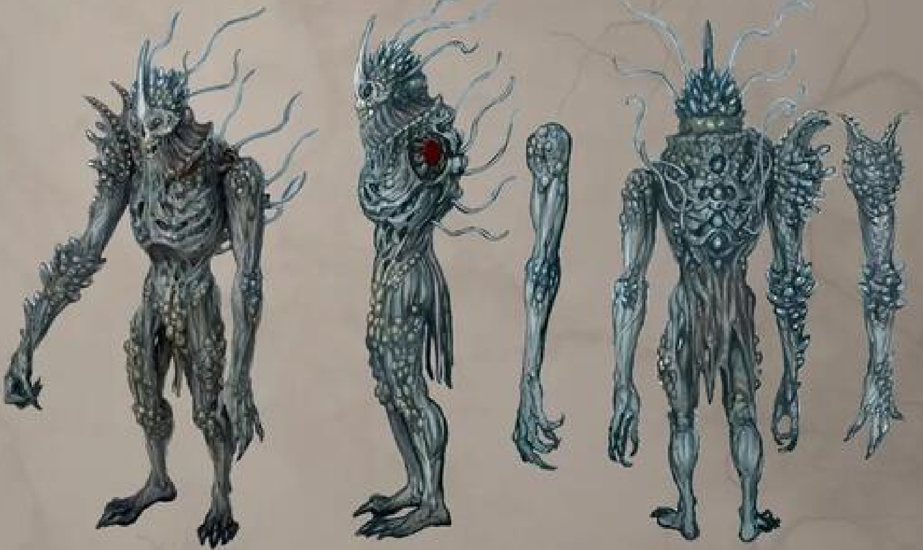


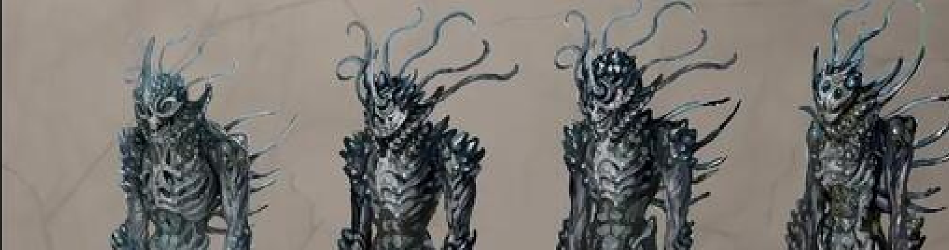












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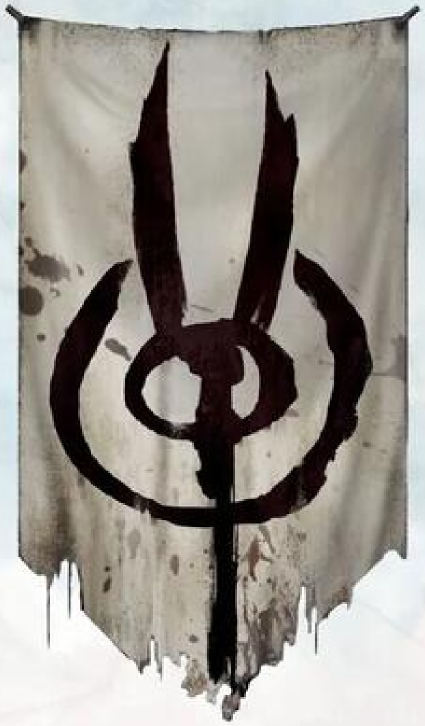

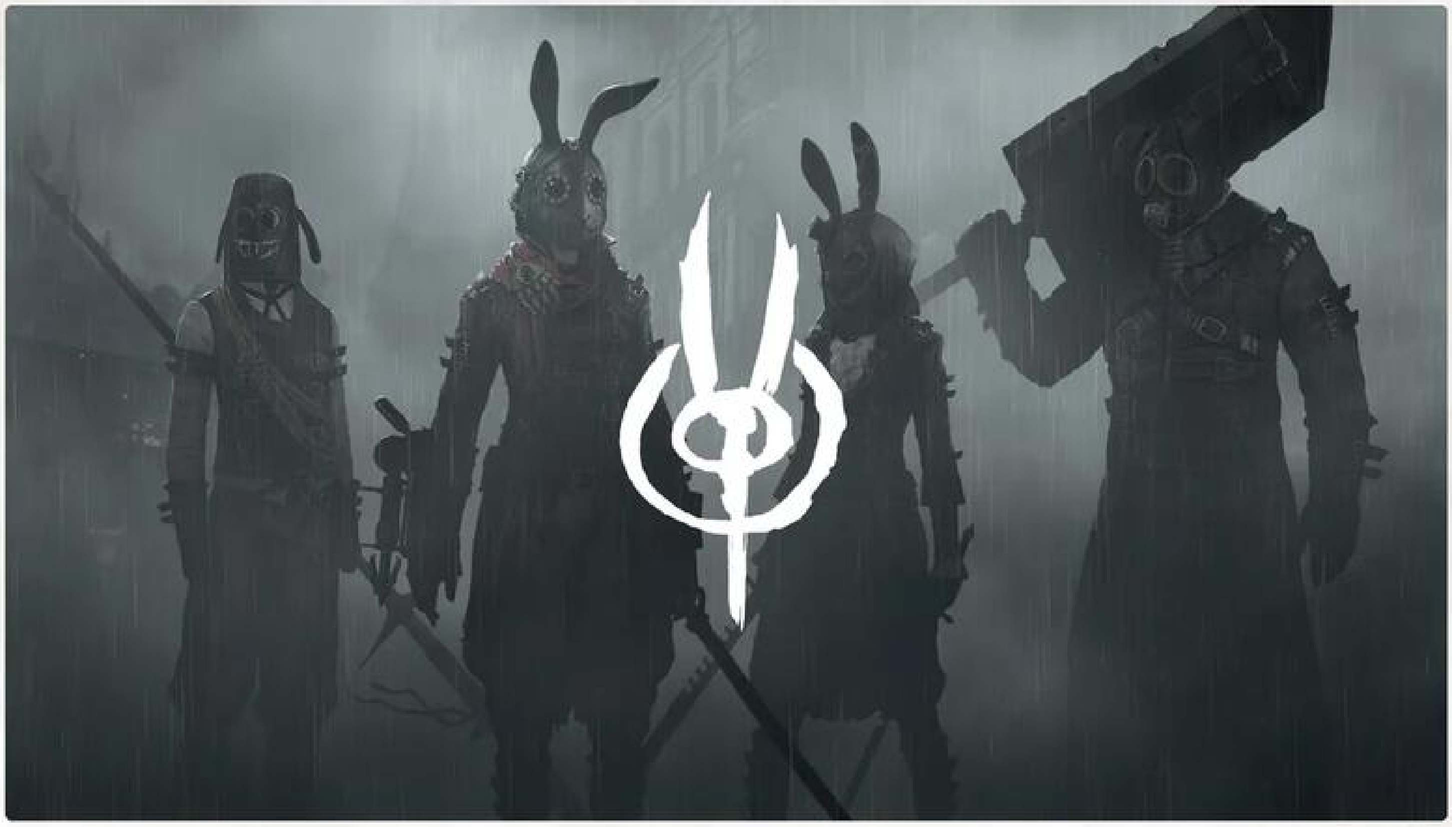

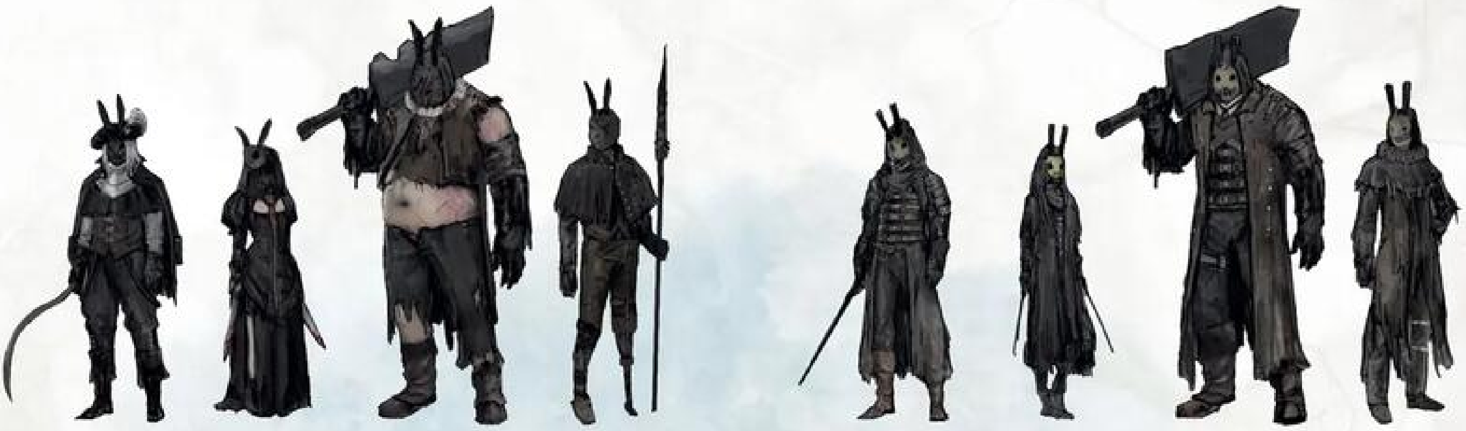

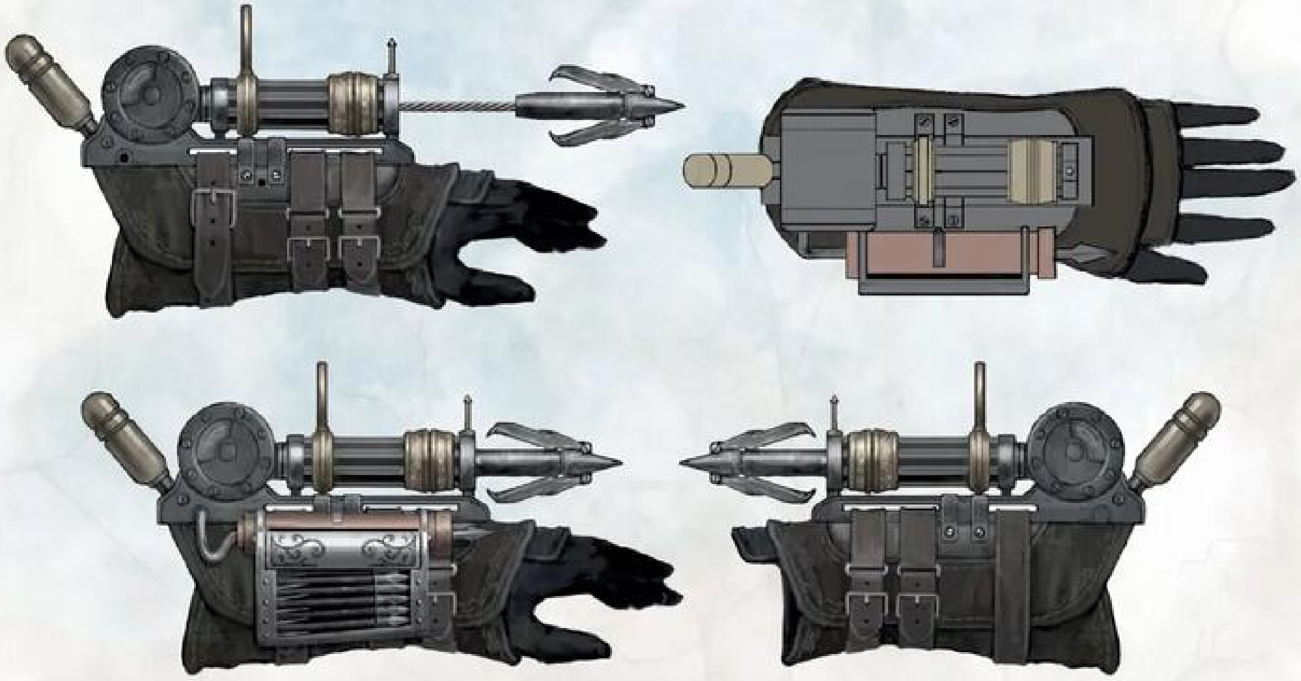

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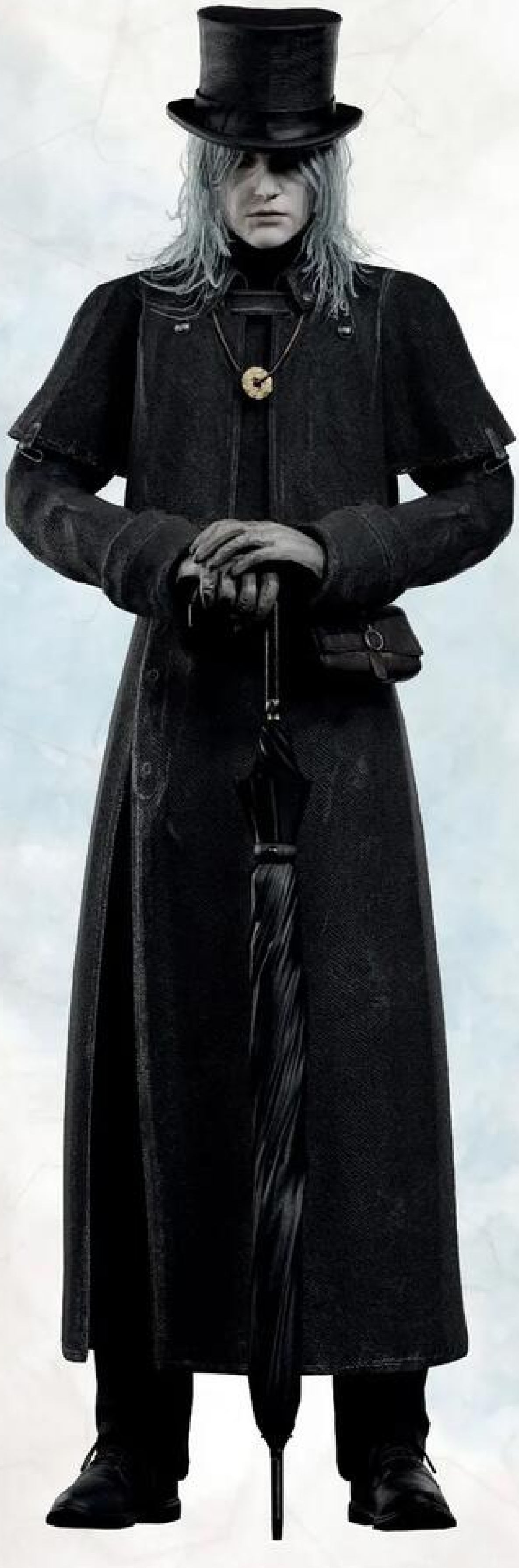
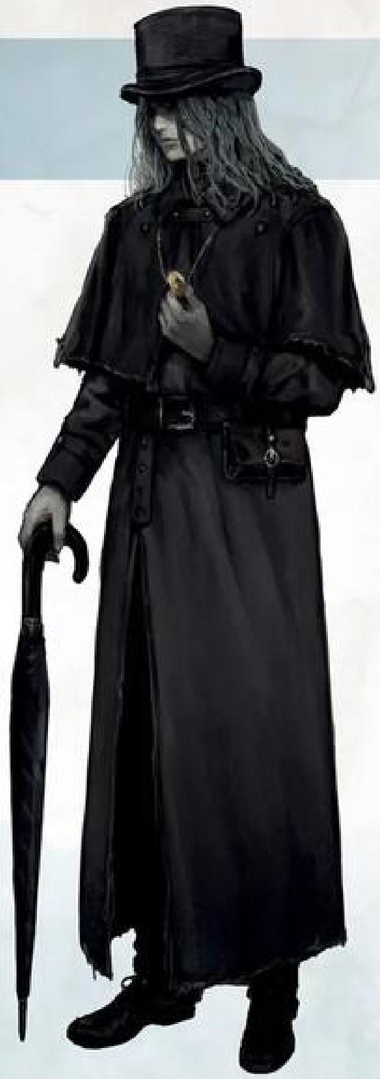
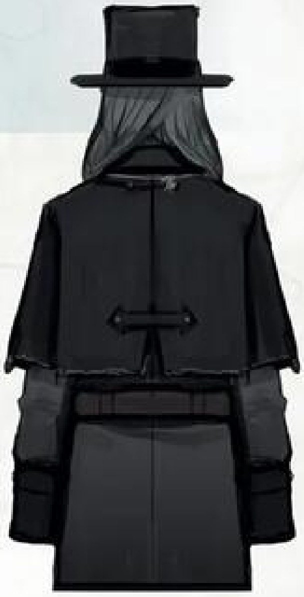
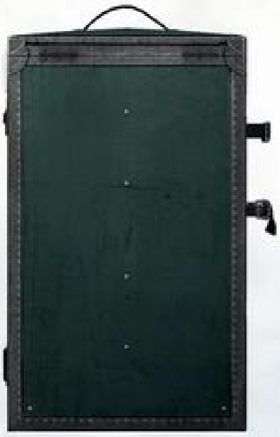
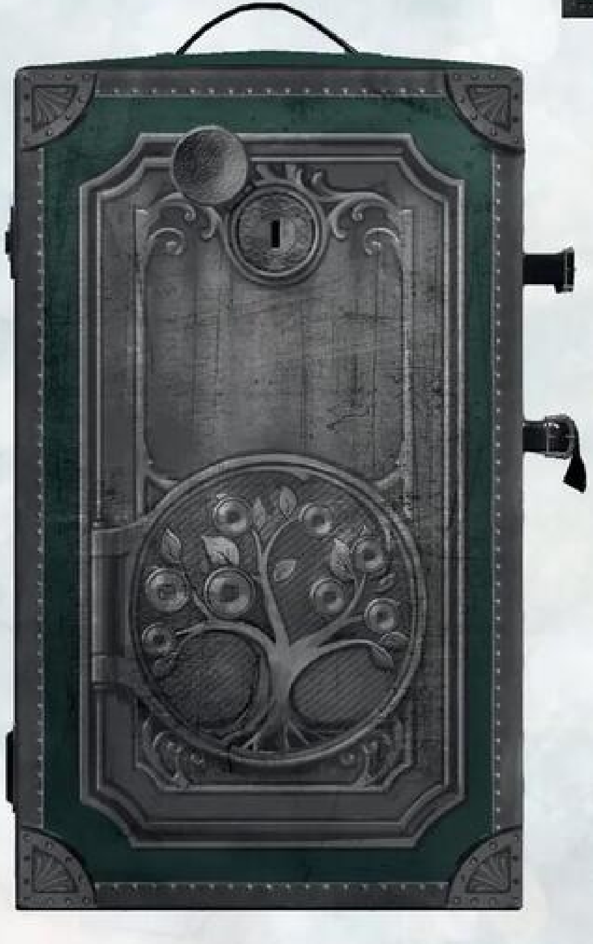
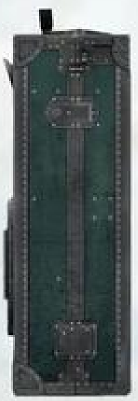


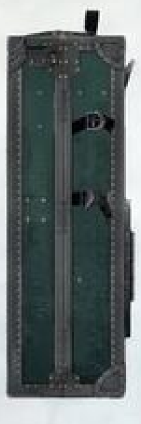


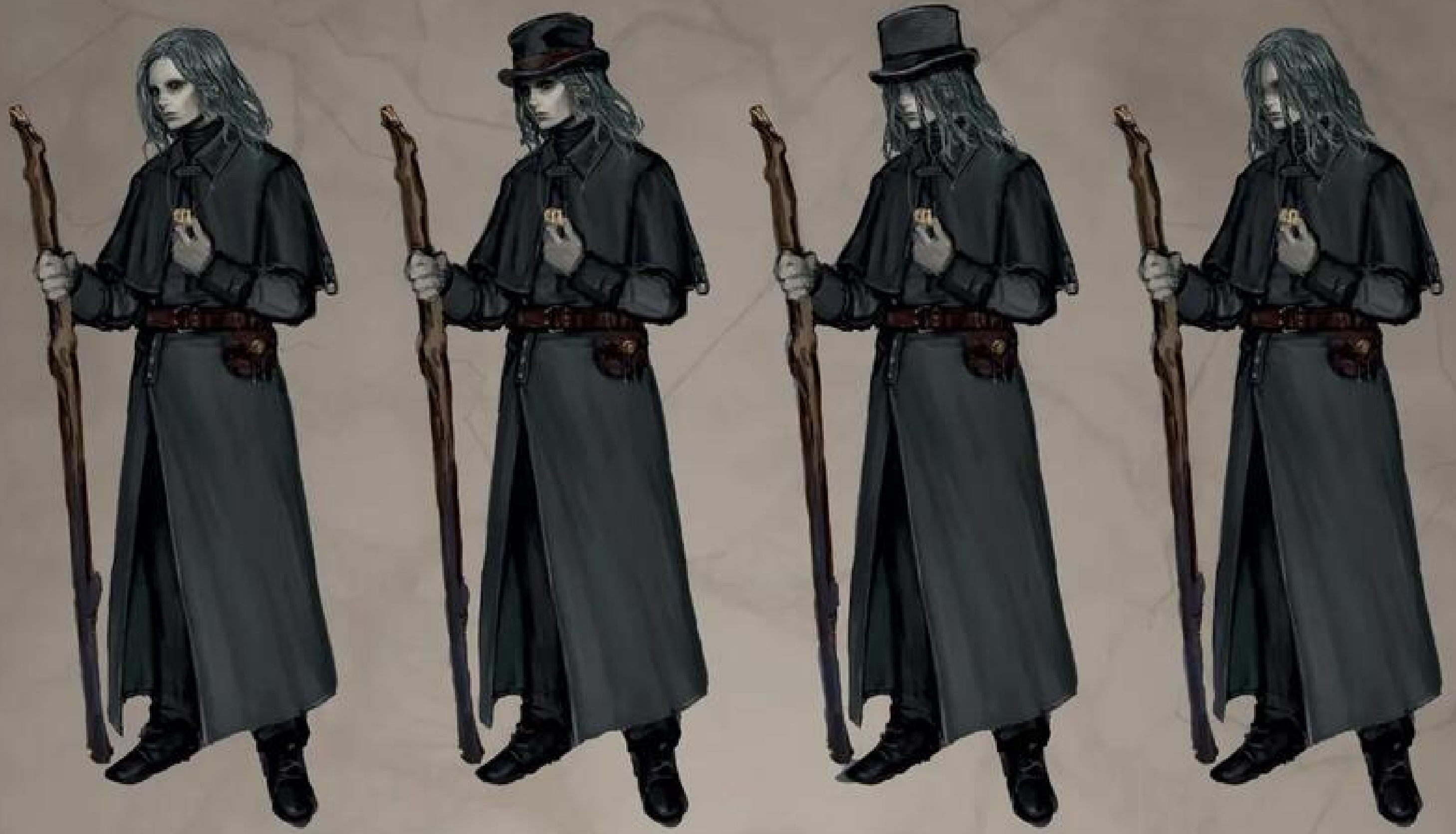


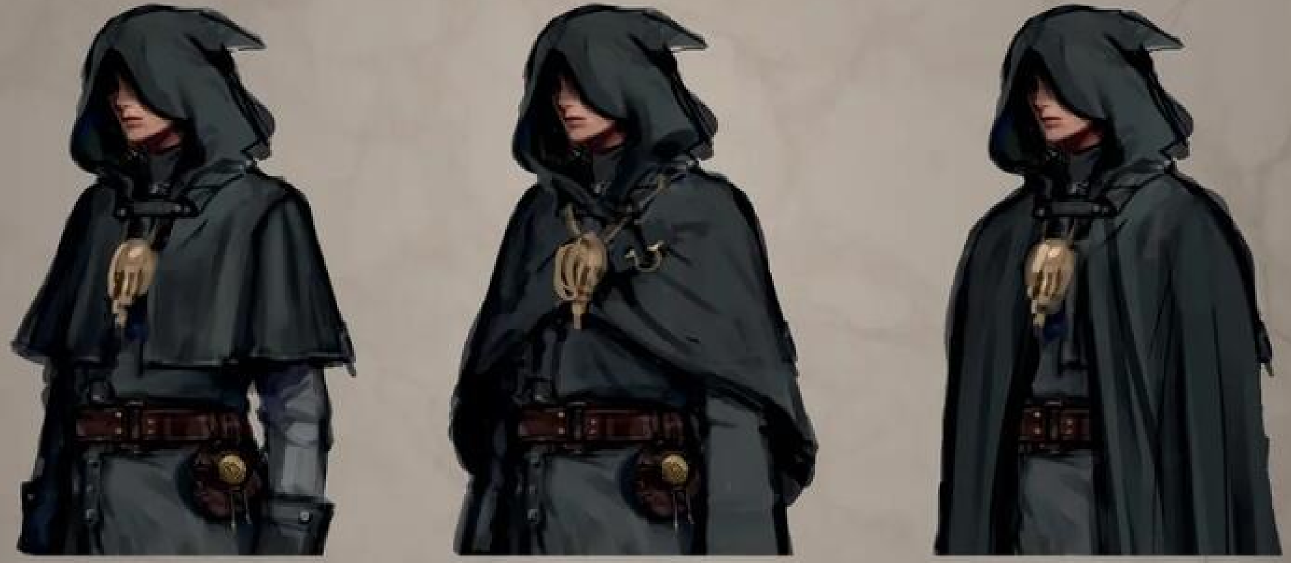


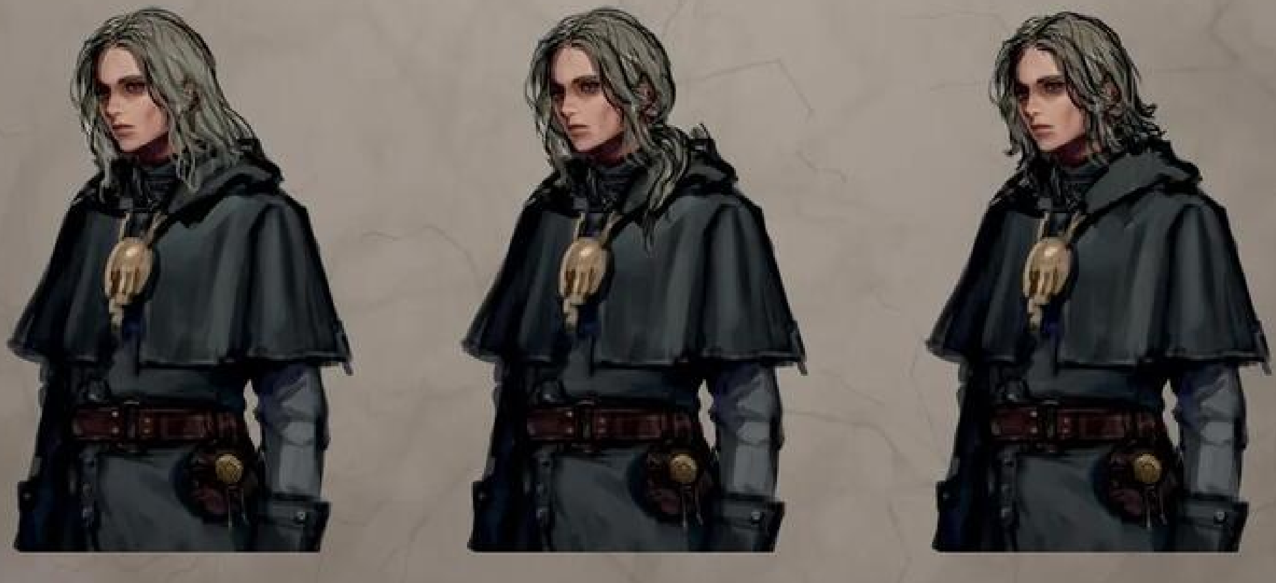












Chapter 7

ROSA ISABELLE STREET

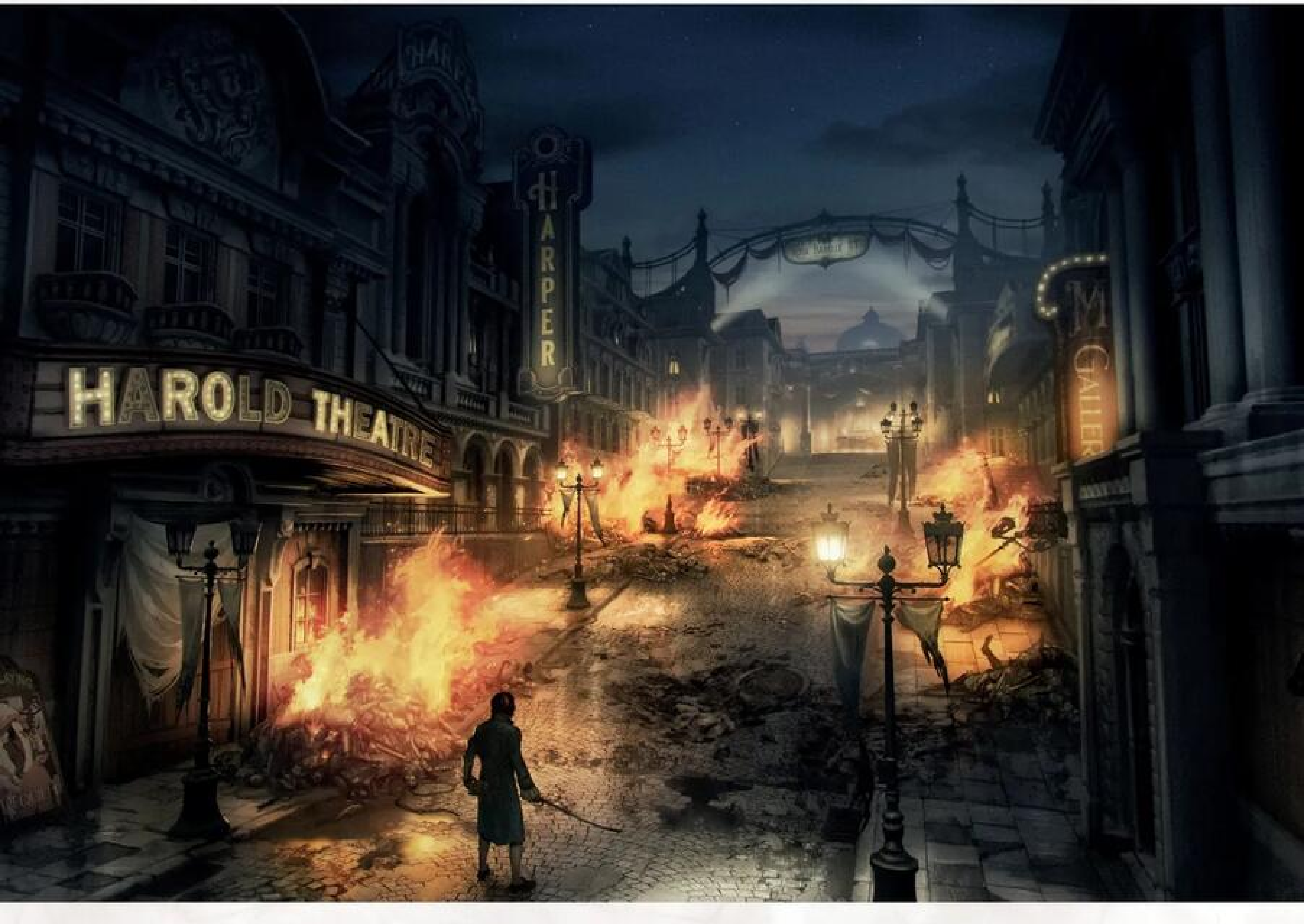
The streets of Krat once thrived under the ample patronage of rich families and were even named after them. Lady Isabelle Monad, the eponym of Rosa Isabelle Street, was one of the esteemed nobles who transformed Krat into a cultural hub. While this sponsorship may seem to come purely from artistic passion, one can't help but think about the influence and the dominance the Alchemist had when one notices the matrimonial relationship between Lady Isabelle and the head of the Alchemists, Valentinus.

This illuminated street was the heart of art, music, and many other forms of theatrical entertainment. The citizens of Krat praised this culturally flourishing period, and thanks to the puppets who freed the people from labor, they savored every moment. Such was the time . . . beautiful days of a beautiful era.

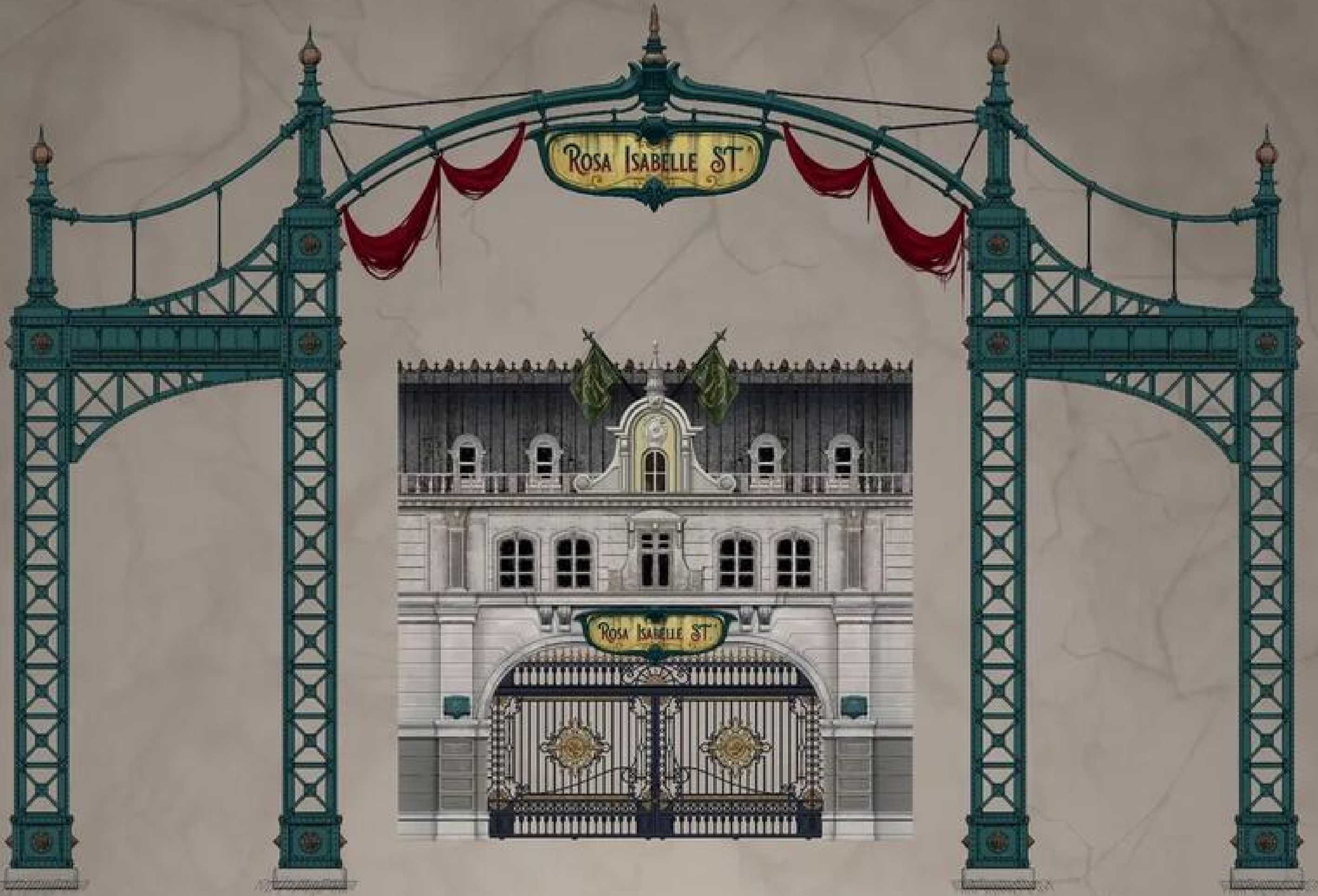
Though a street once filled with show posters and soft melodies is now only ashes, it is not difficult to imagine how the golden days of Krat looked despite what little is left.

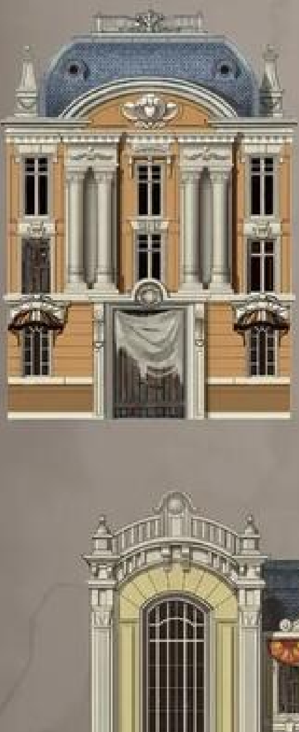
At the end of this living hell of blazing flame swarming with puppets is an opera house, and inside awaits the King of Puppets, who is behind the Puppet Frenzy. The stage is set, and the King is ready to raise the curtain and perform a play written just for Geppetto's puppet.

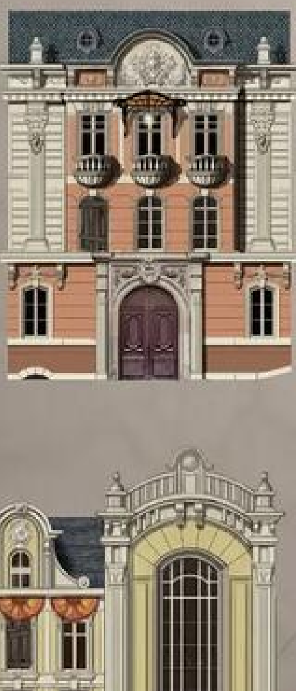
Standing ovation or stunned silence? Either way, the show must go on.

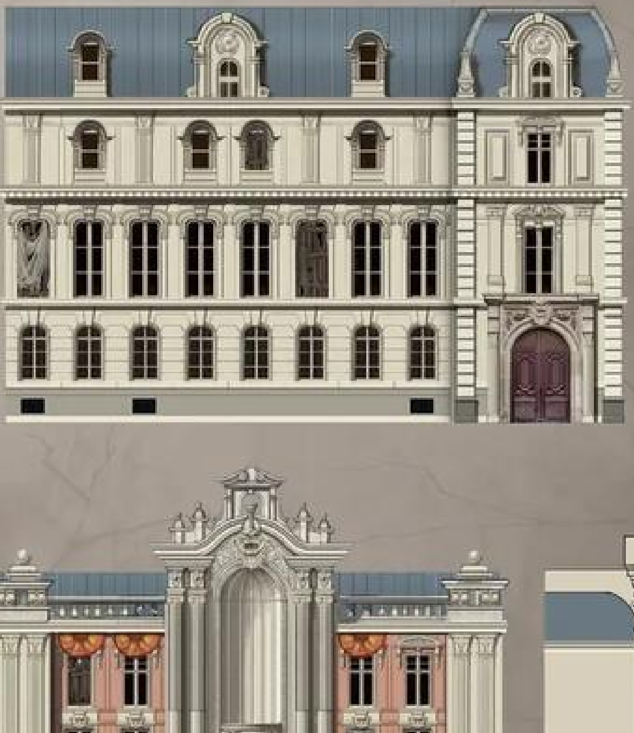


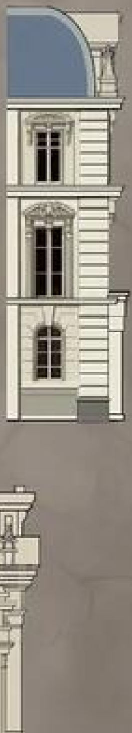
COFFEE & TEA
rs. Ports

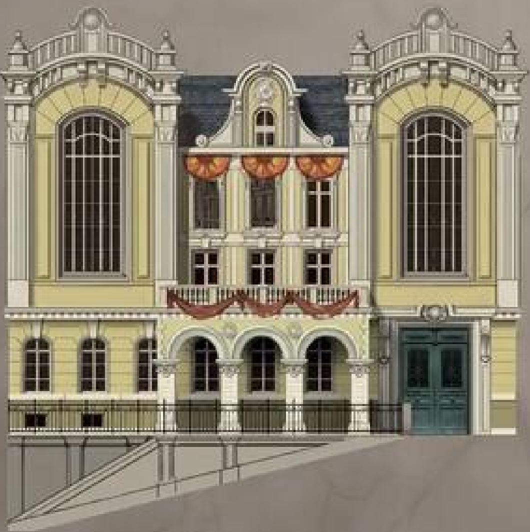

ROSA ISABELLE ST.
ROSA ISABELLE ST.

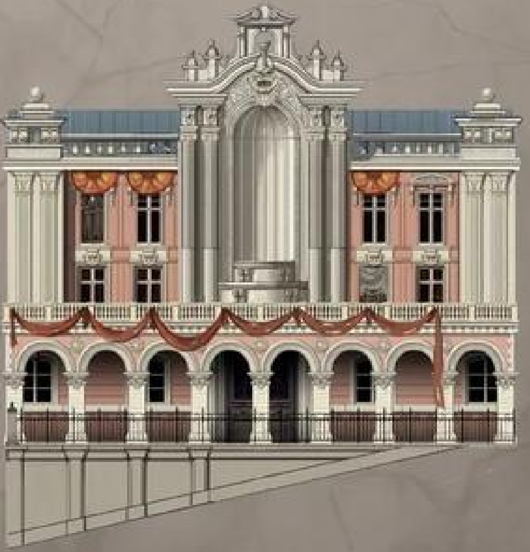


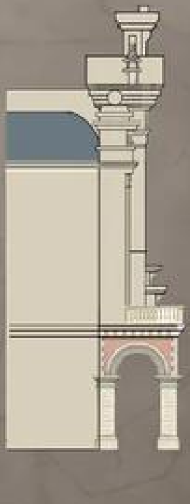




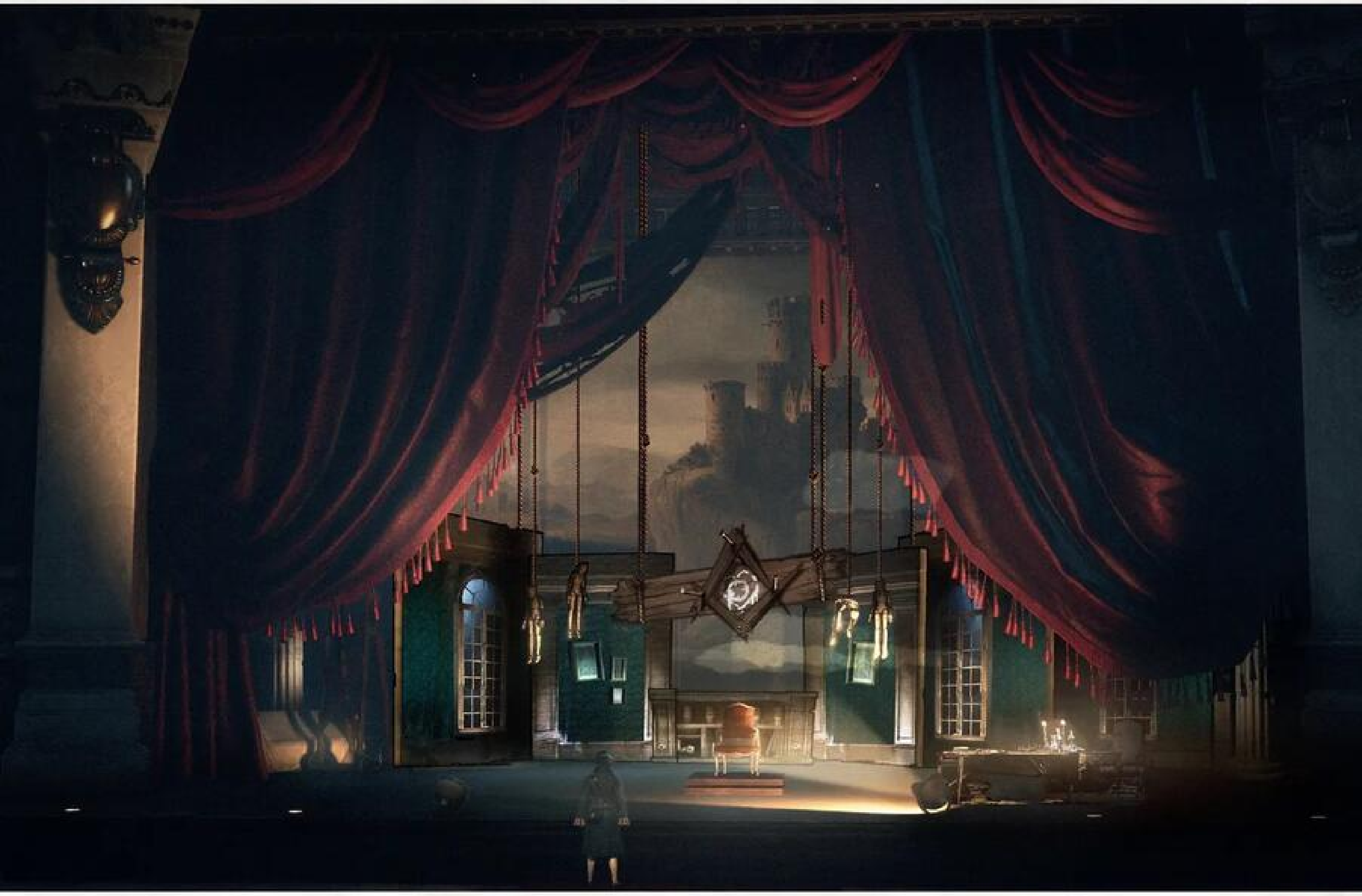


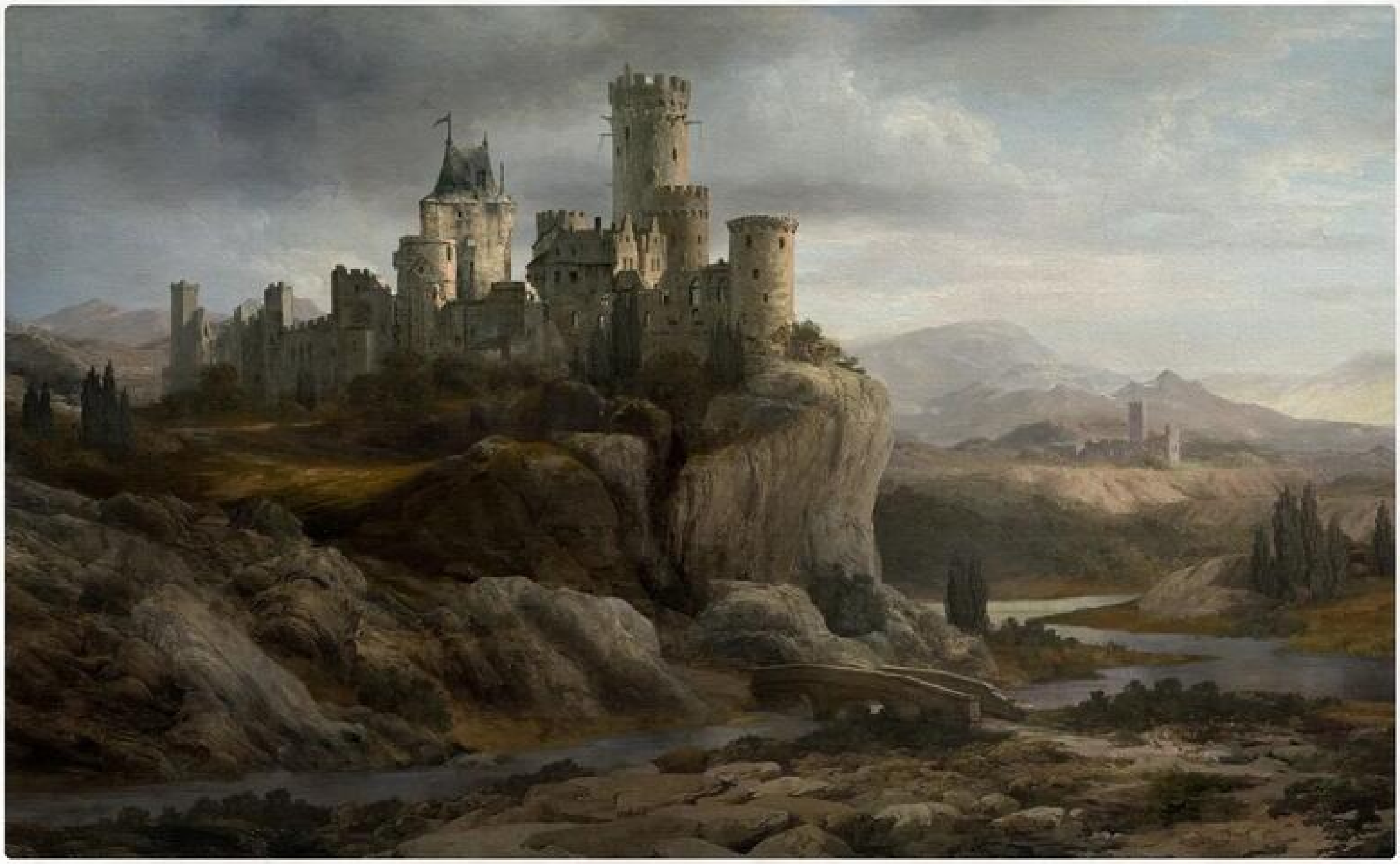


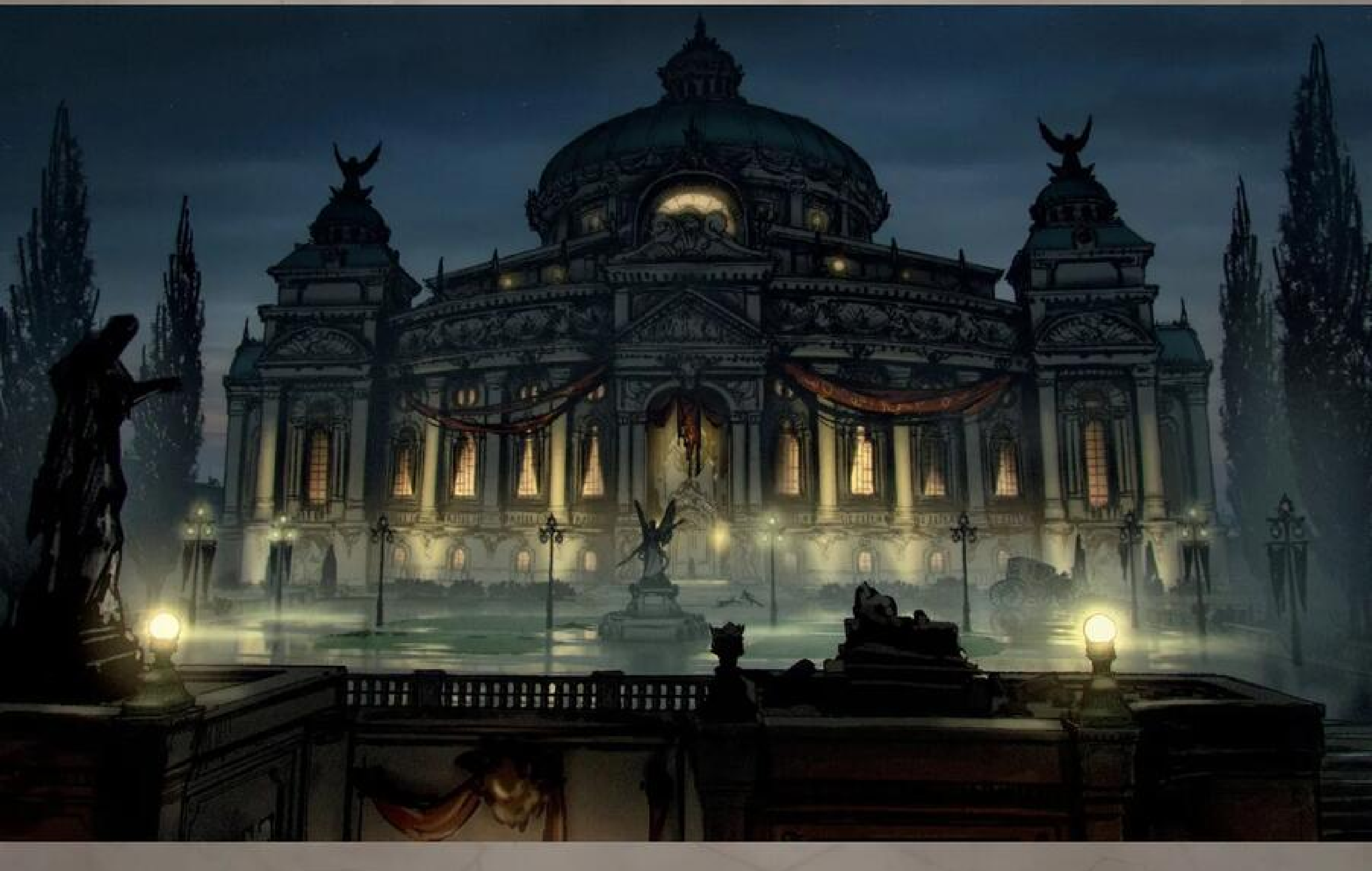


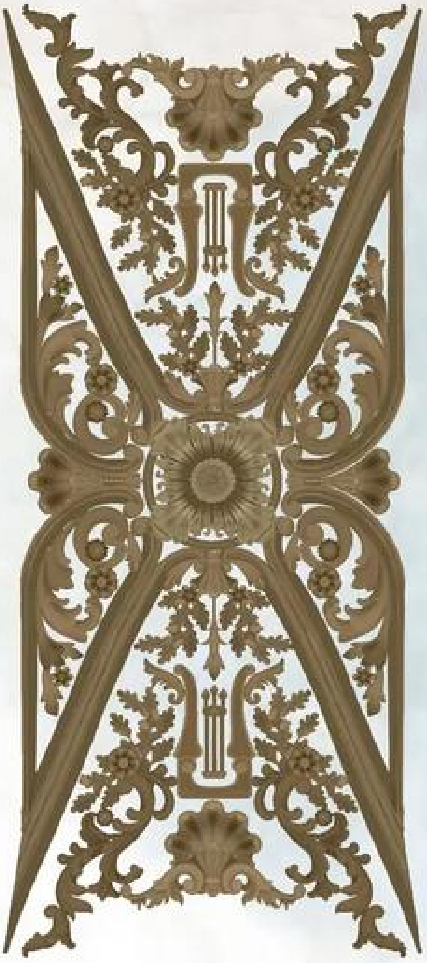


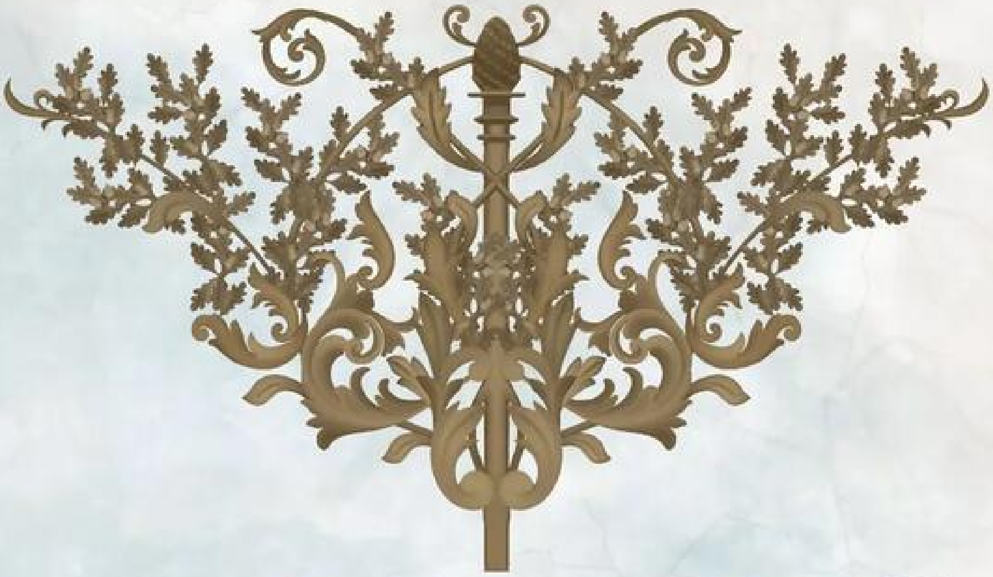
KIRAT
MARION

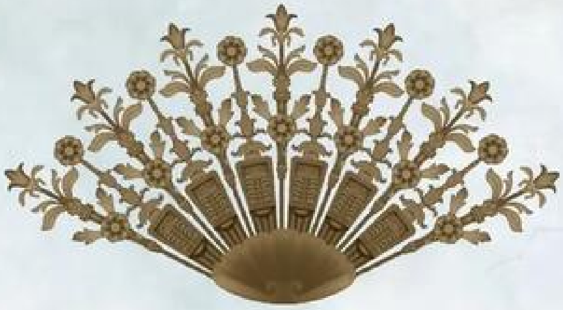


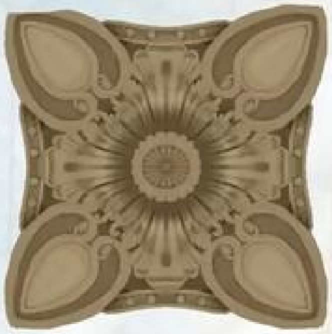


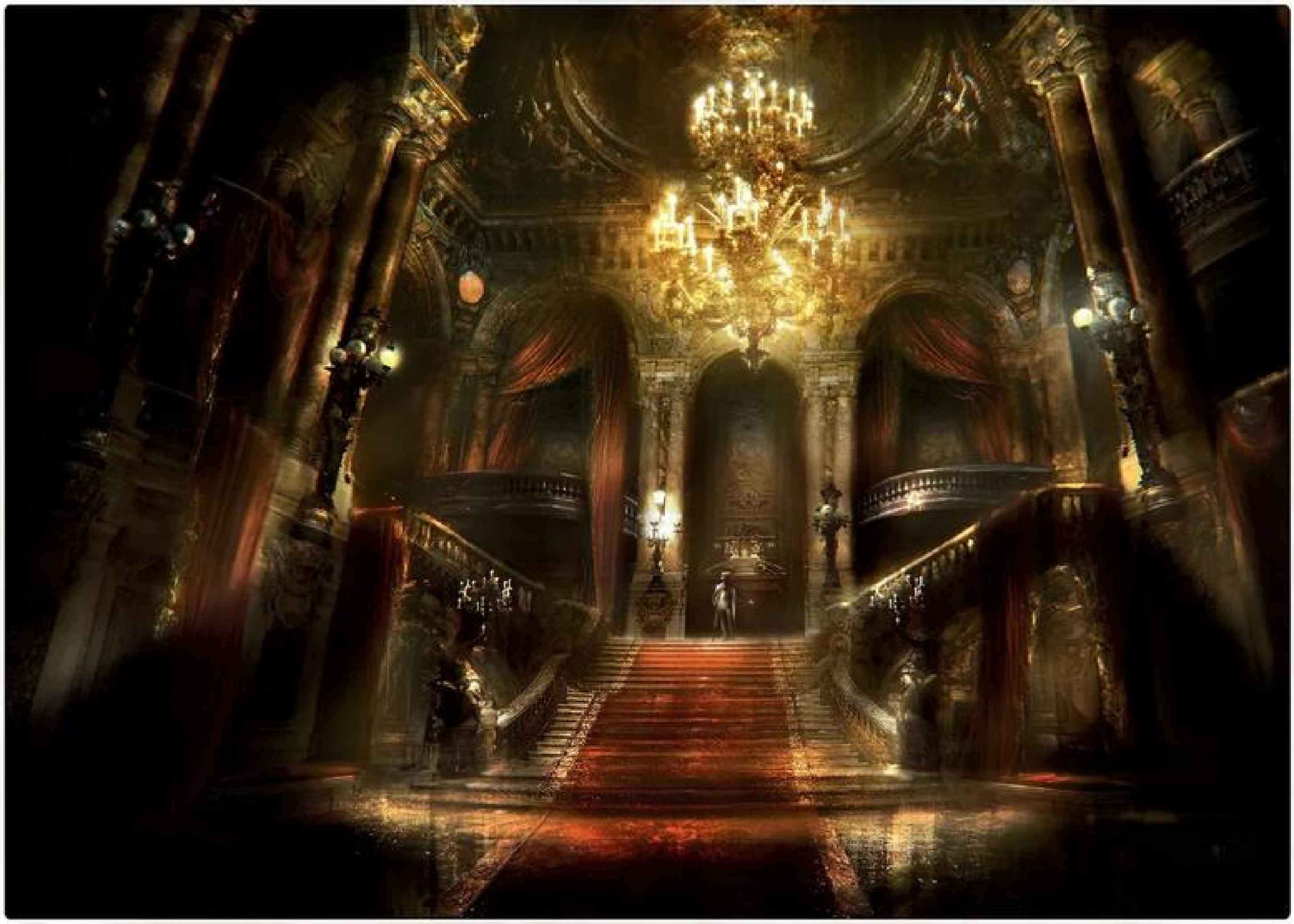


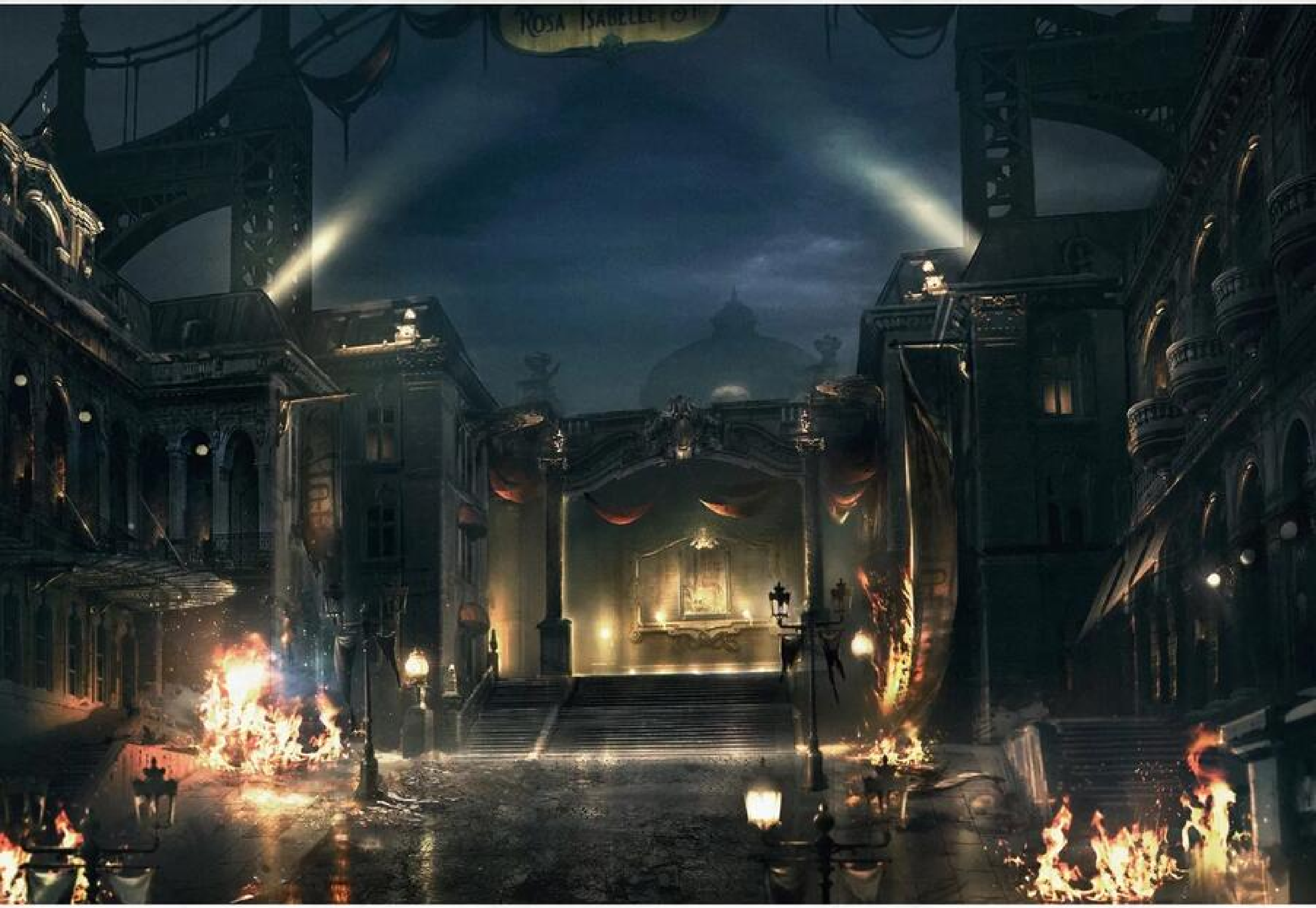


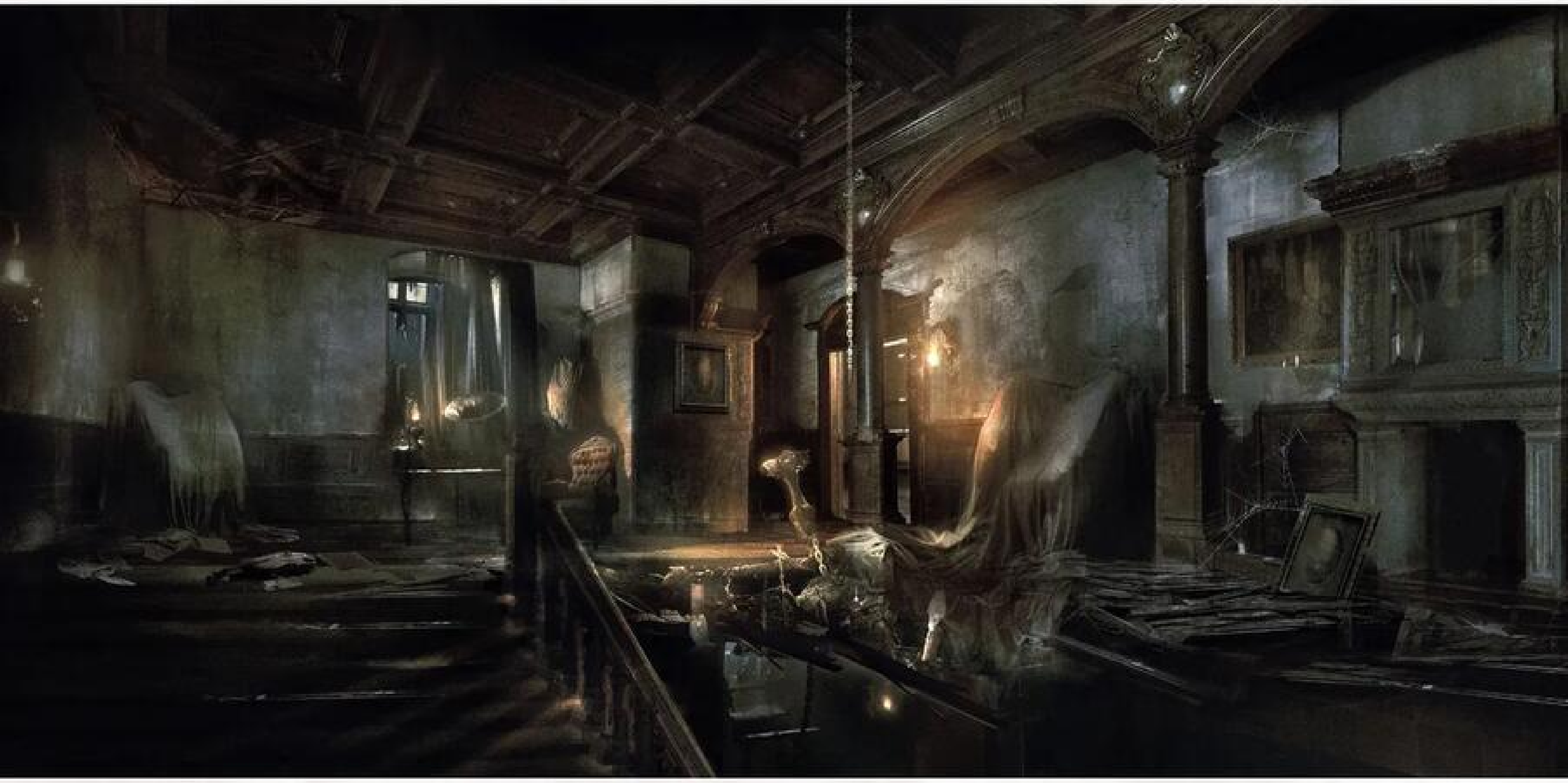


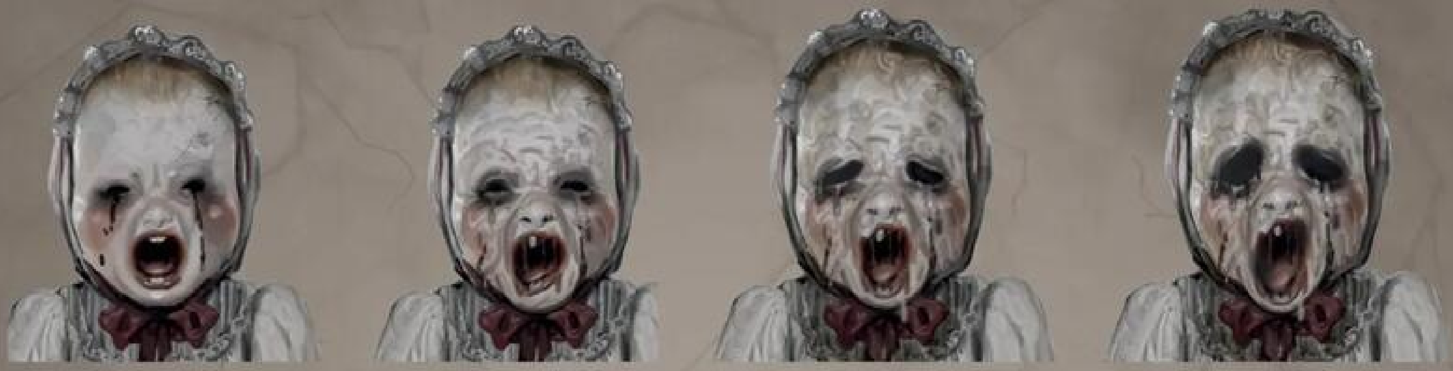


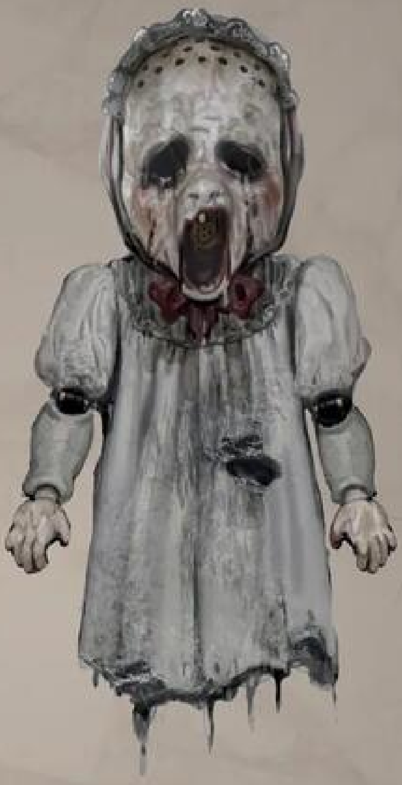


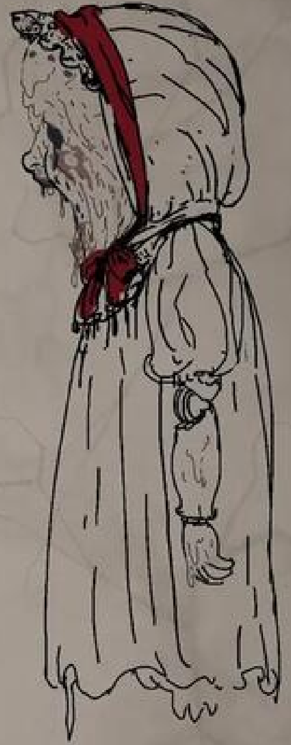


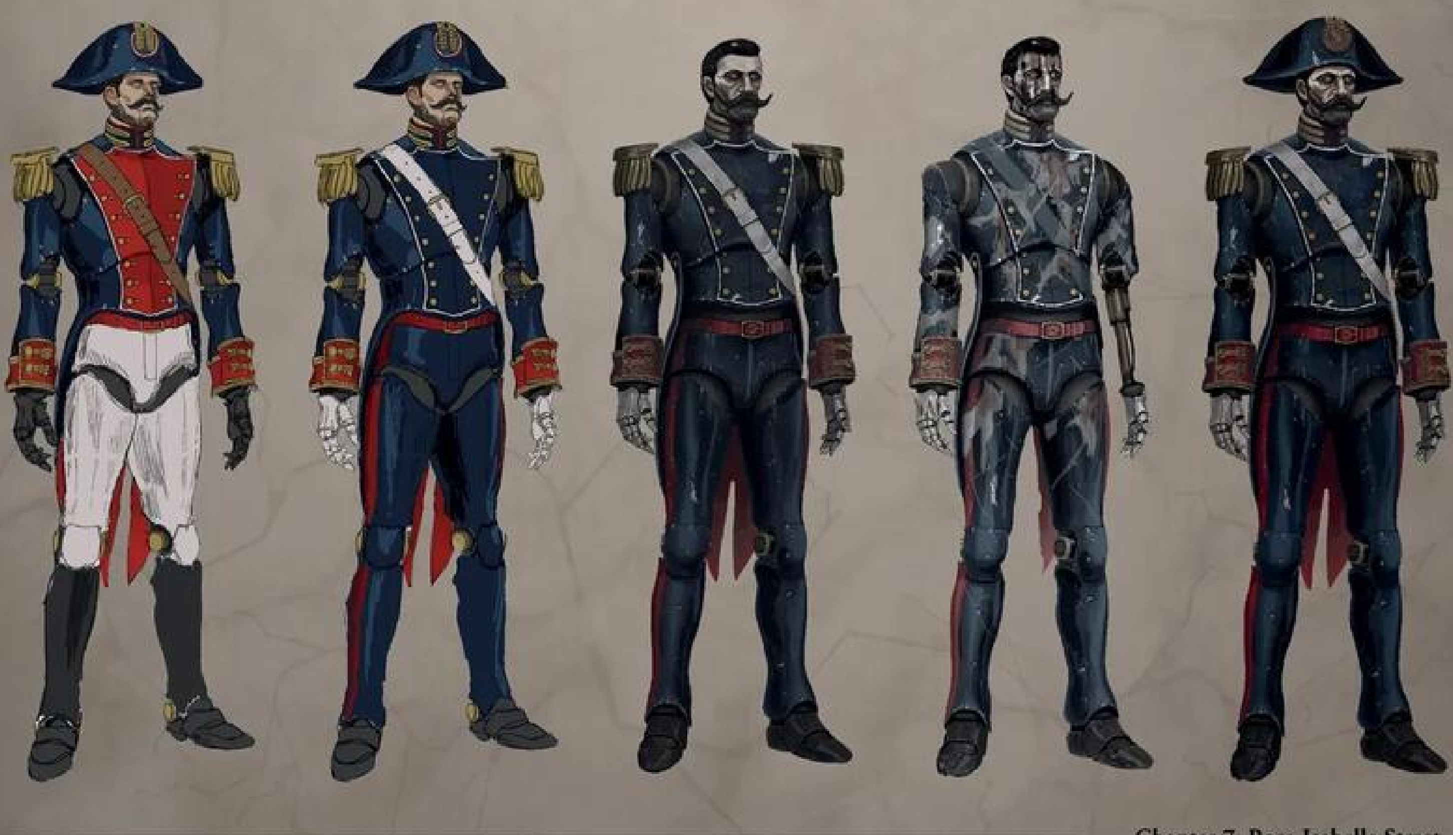

ROSA ISABELLE ST

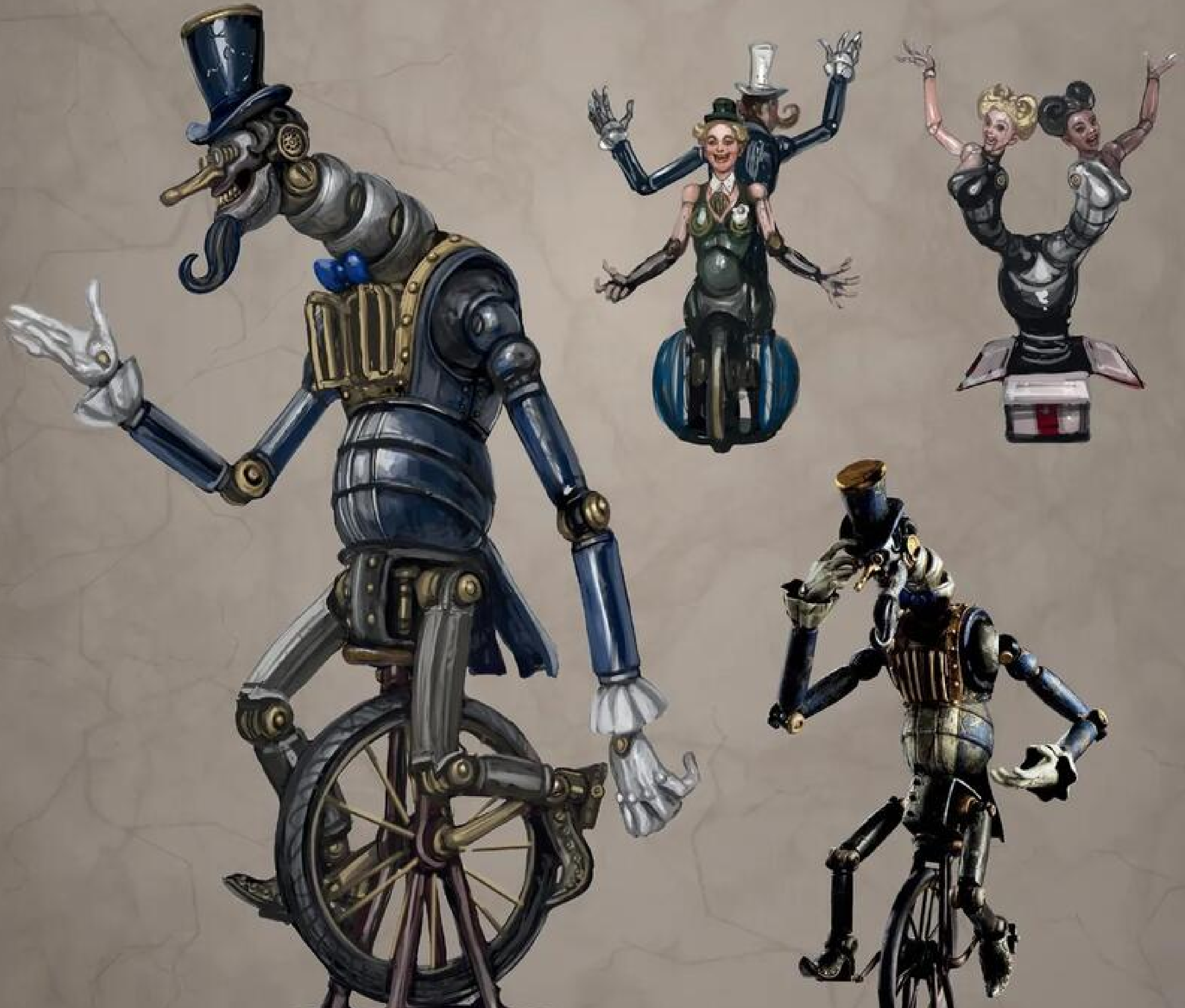


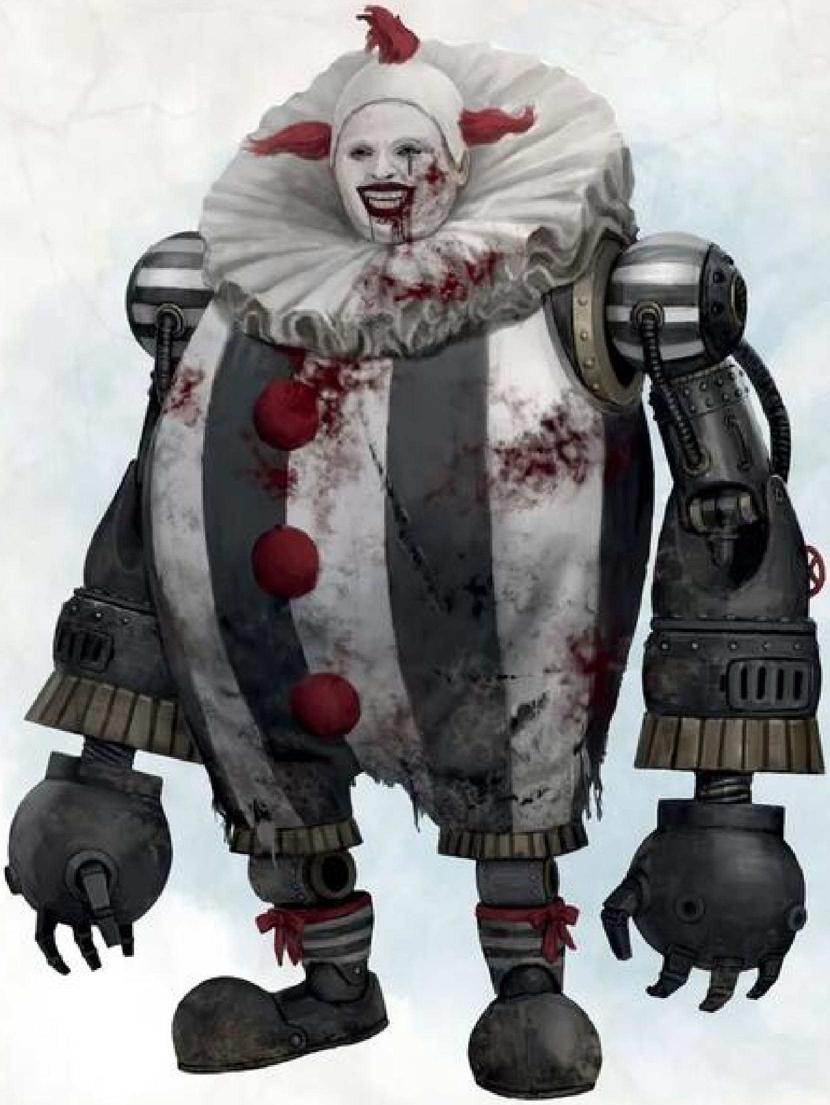


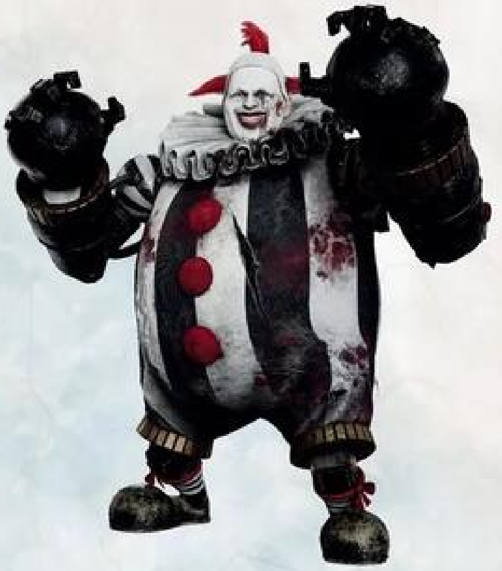


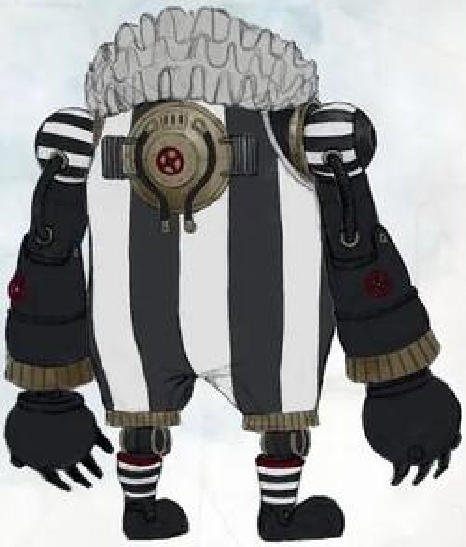


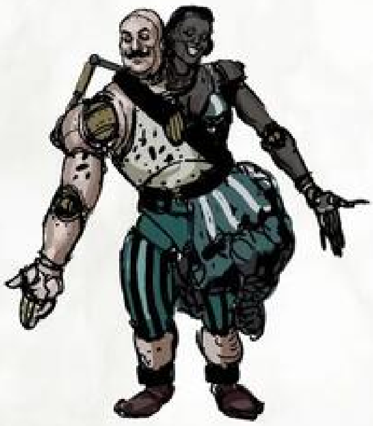


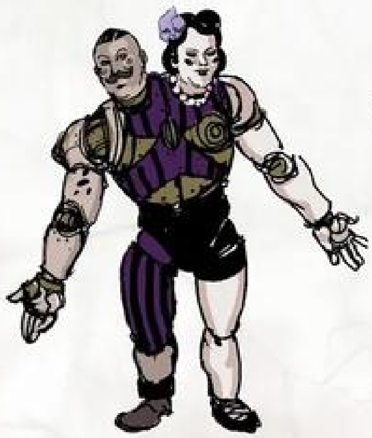


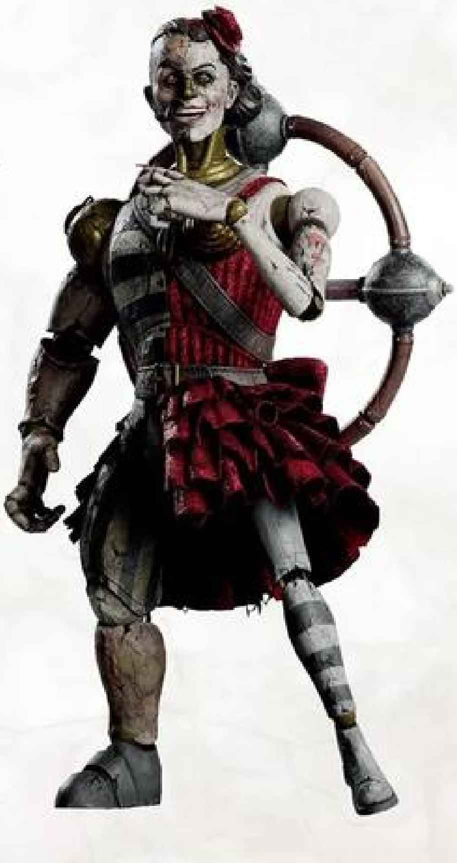


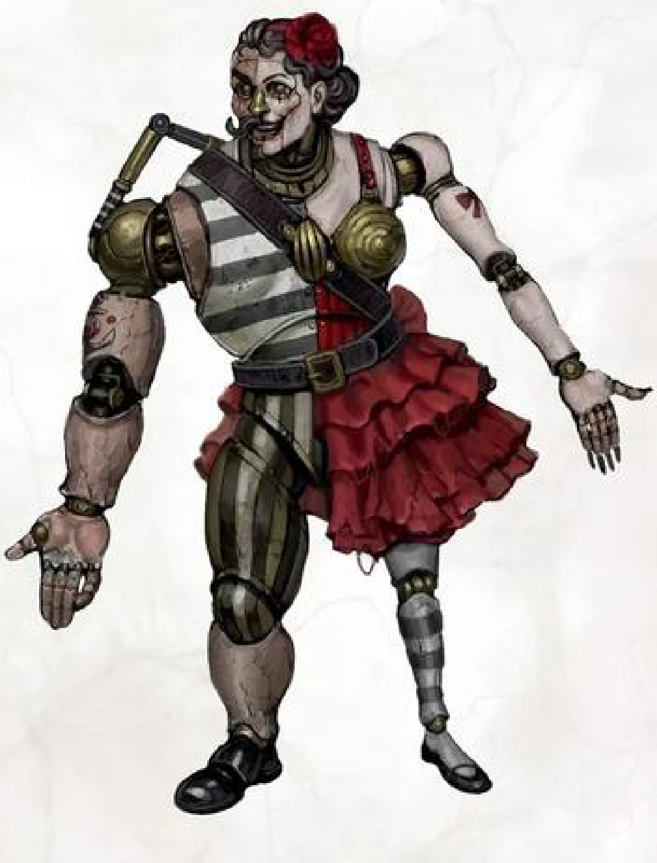


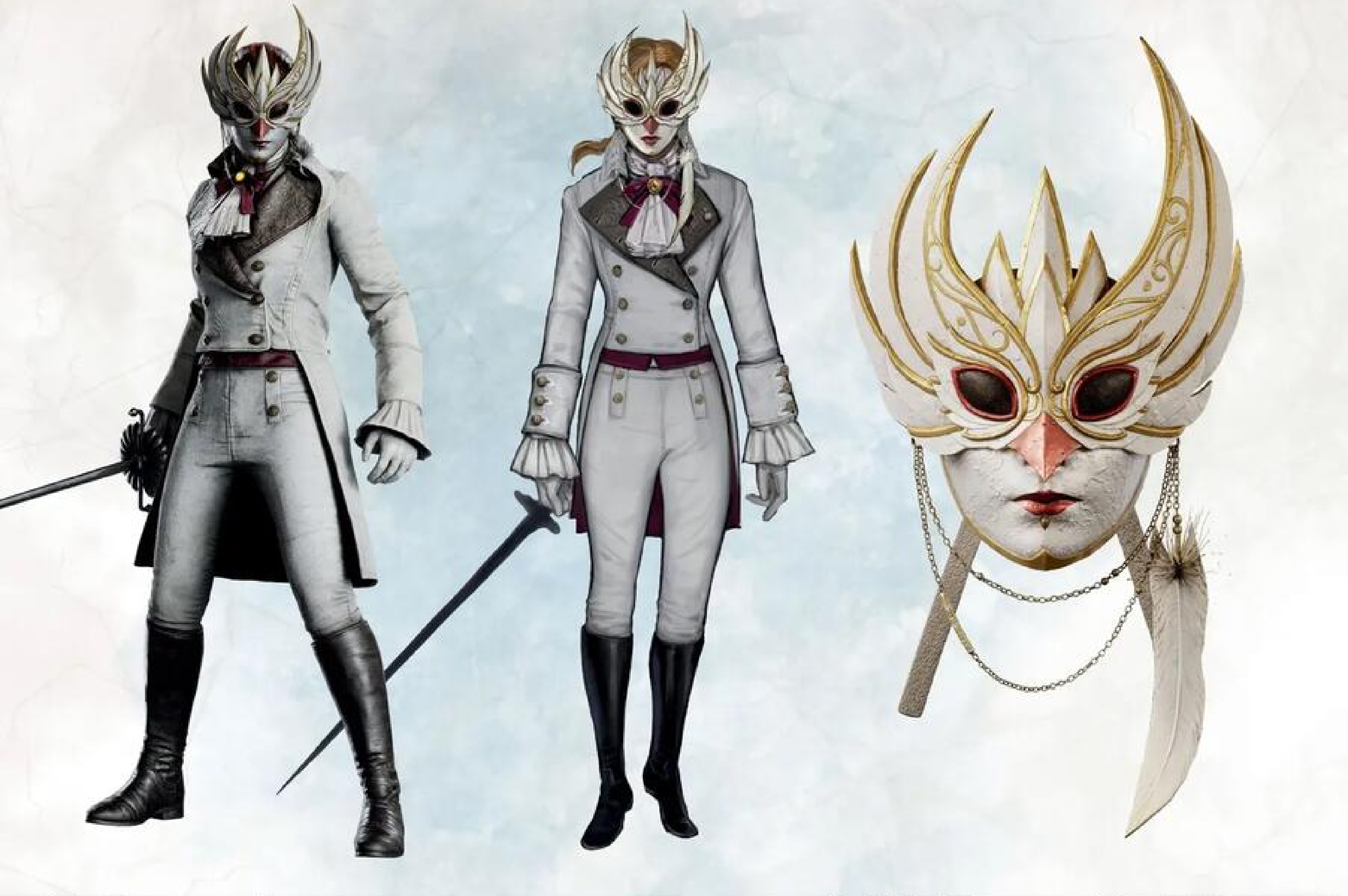


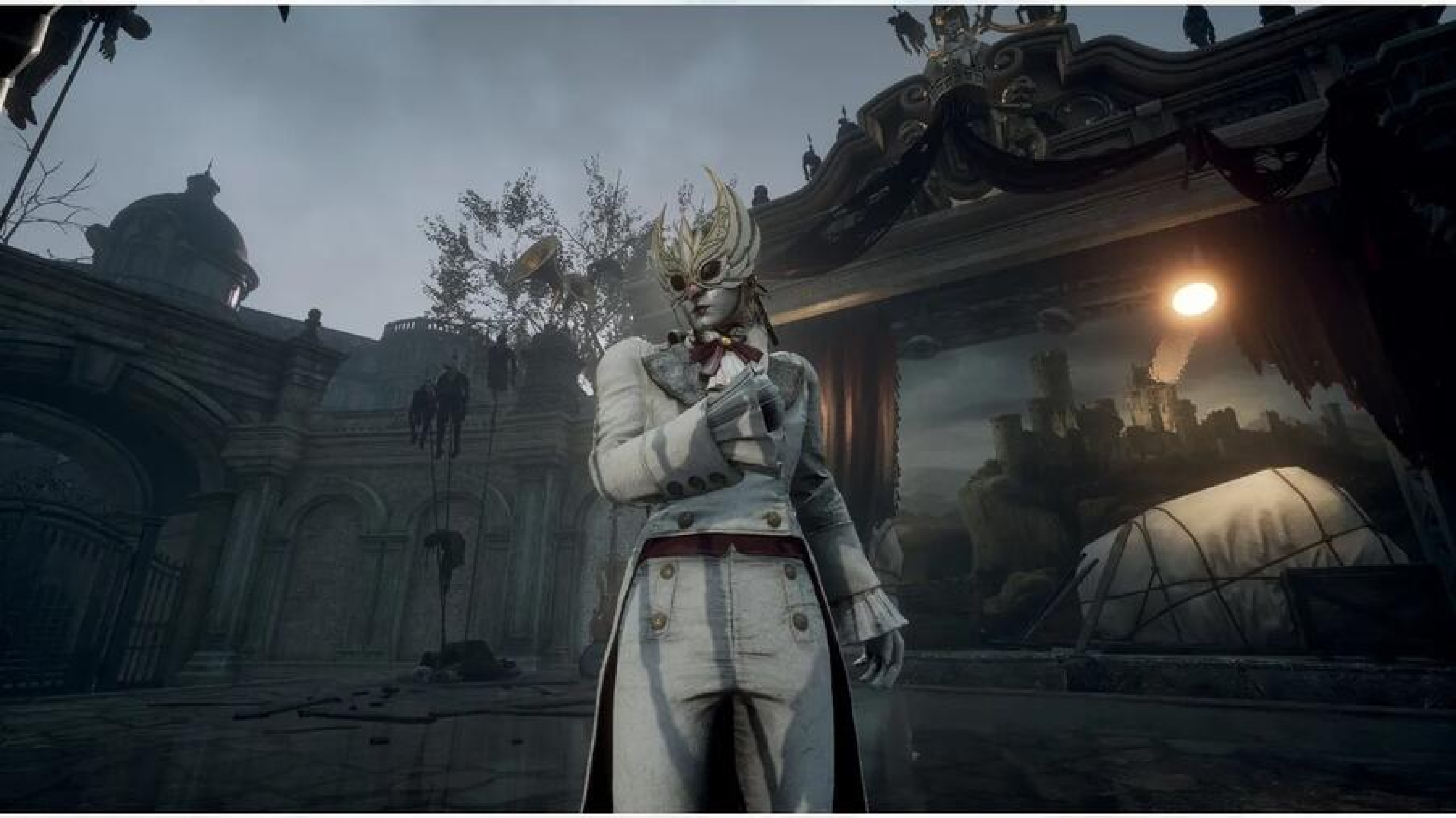


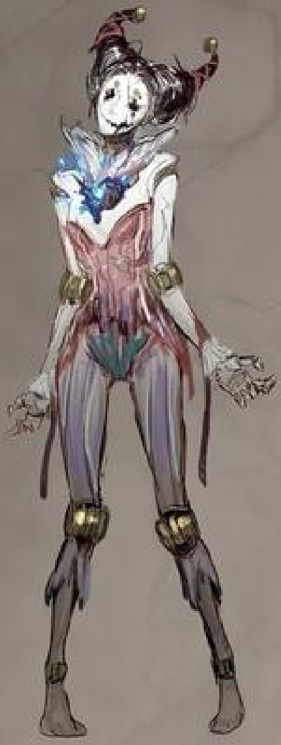


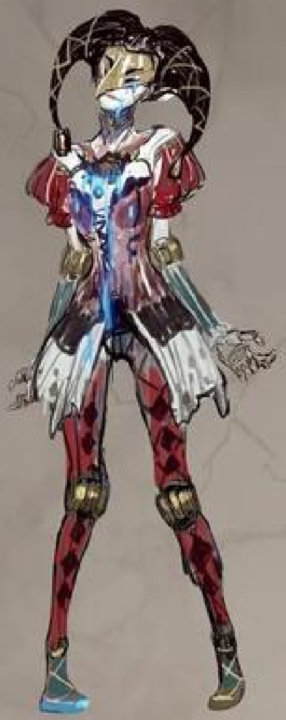


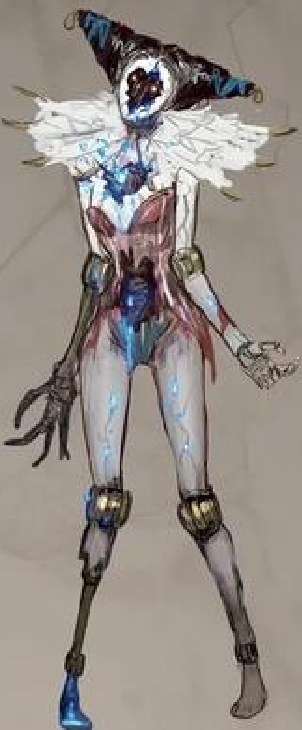


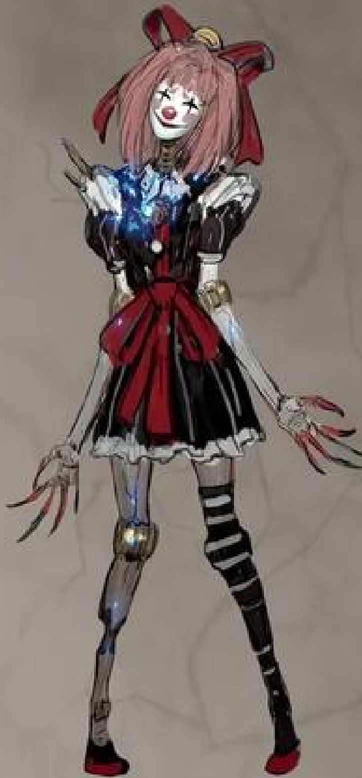


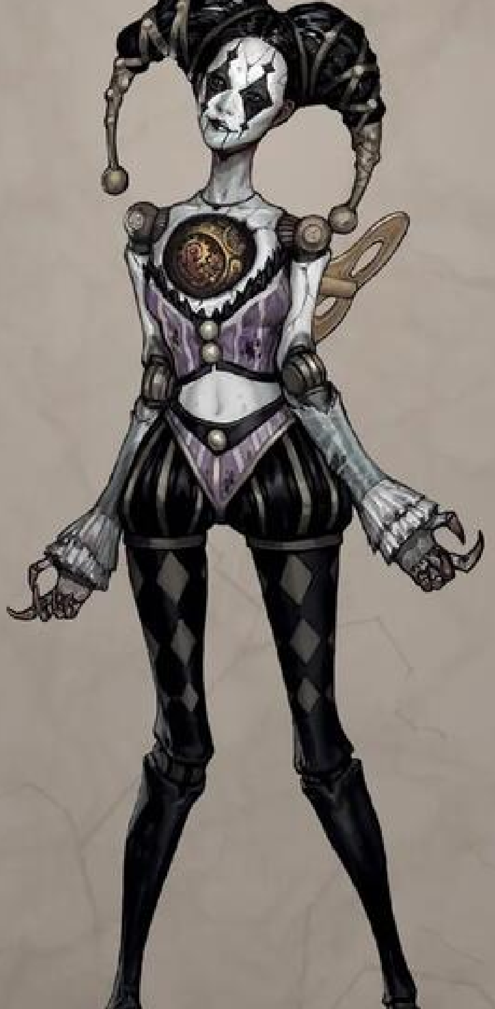


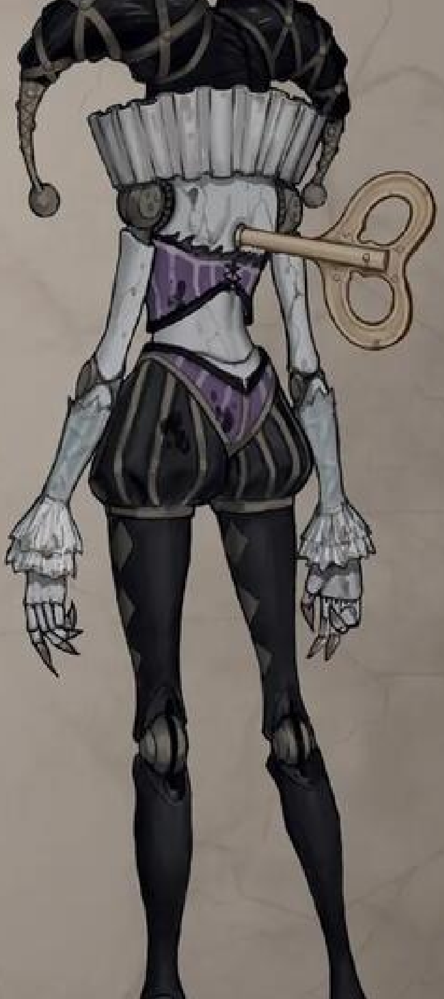




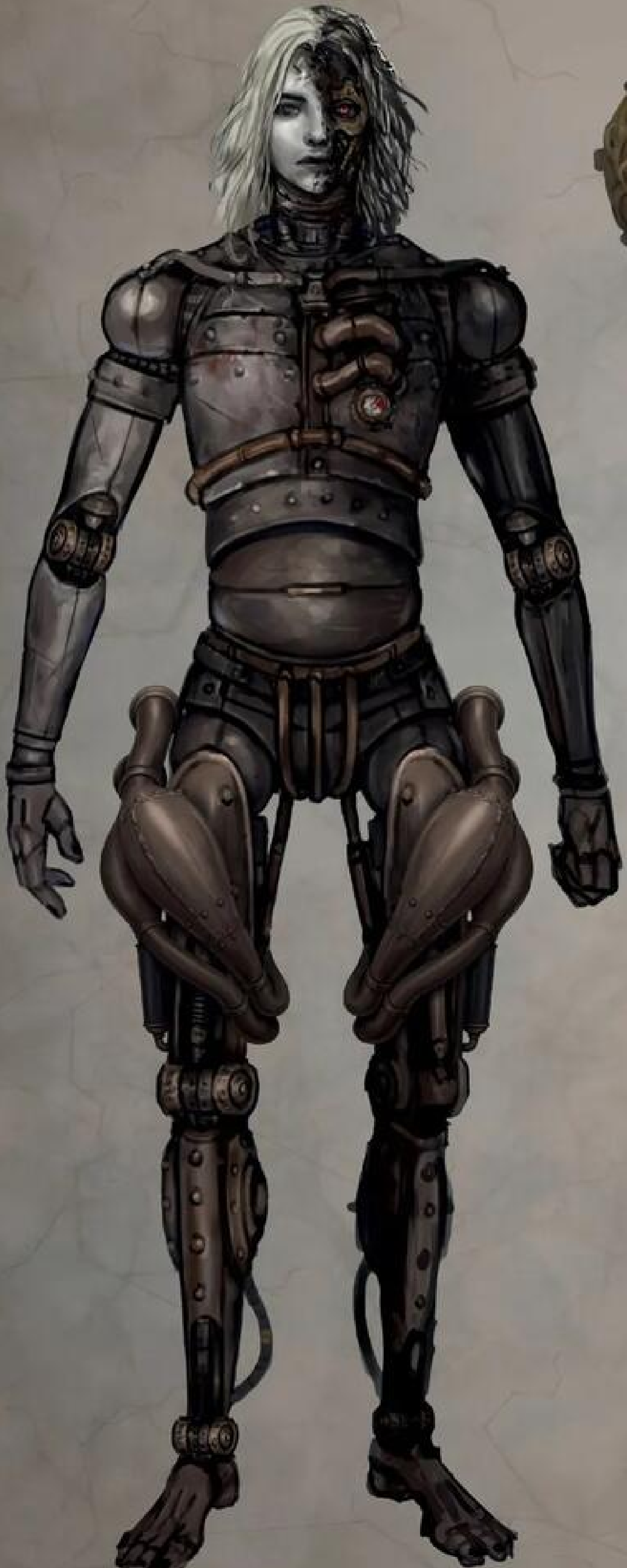


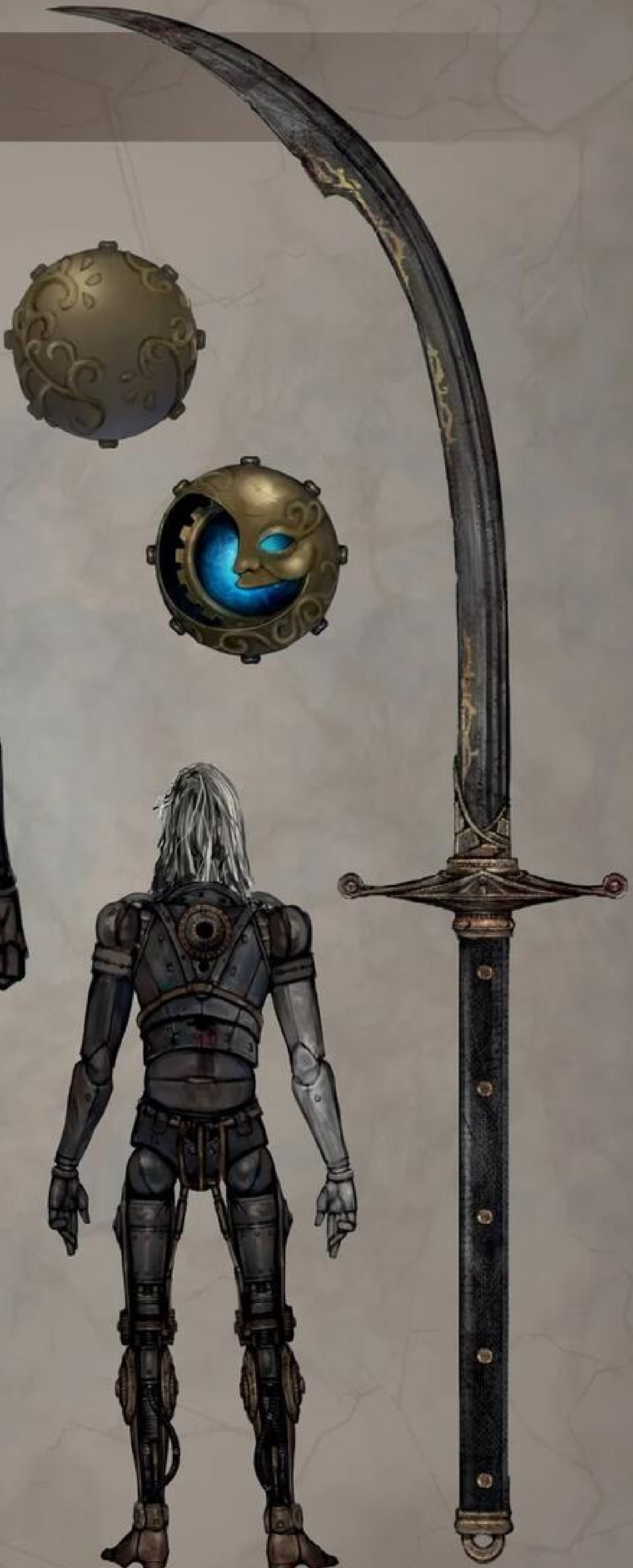


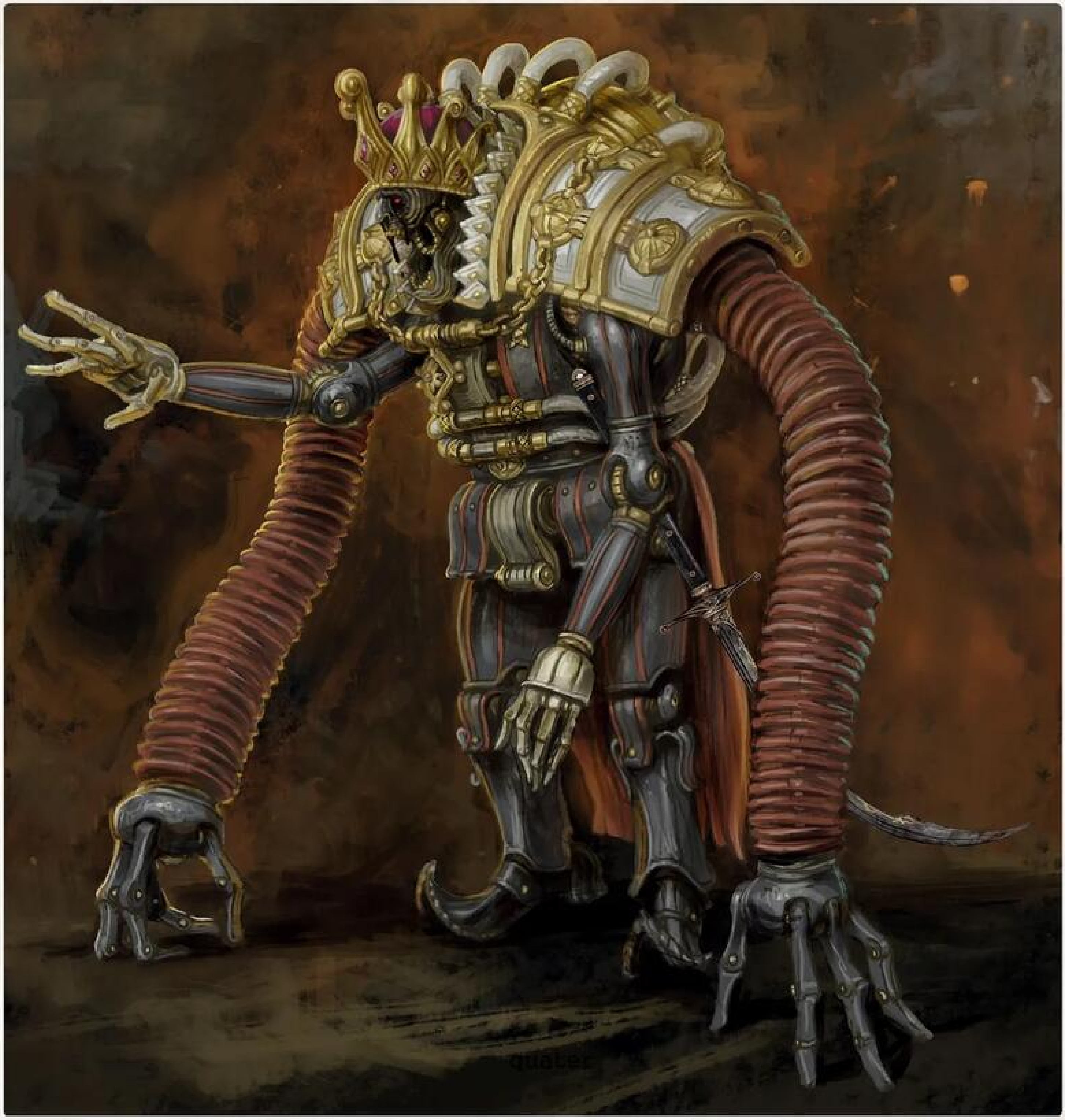


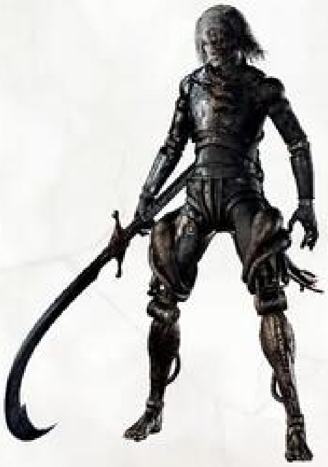


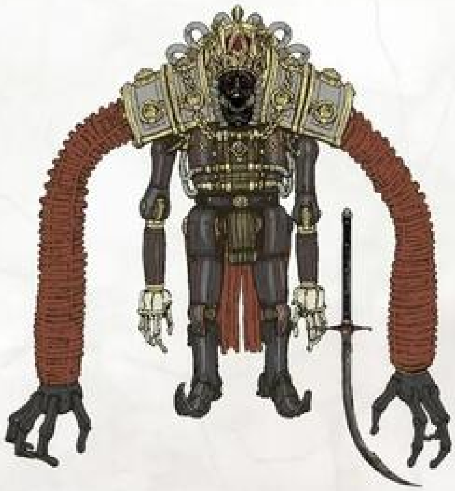
KING OF PUPPETS

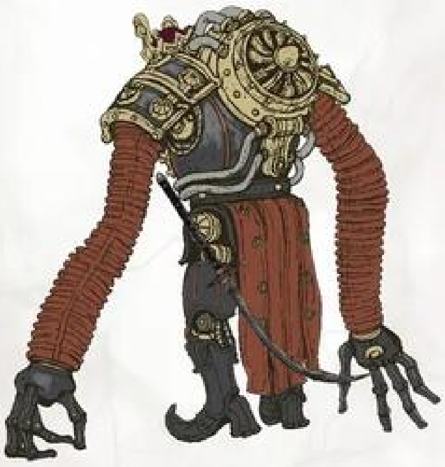


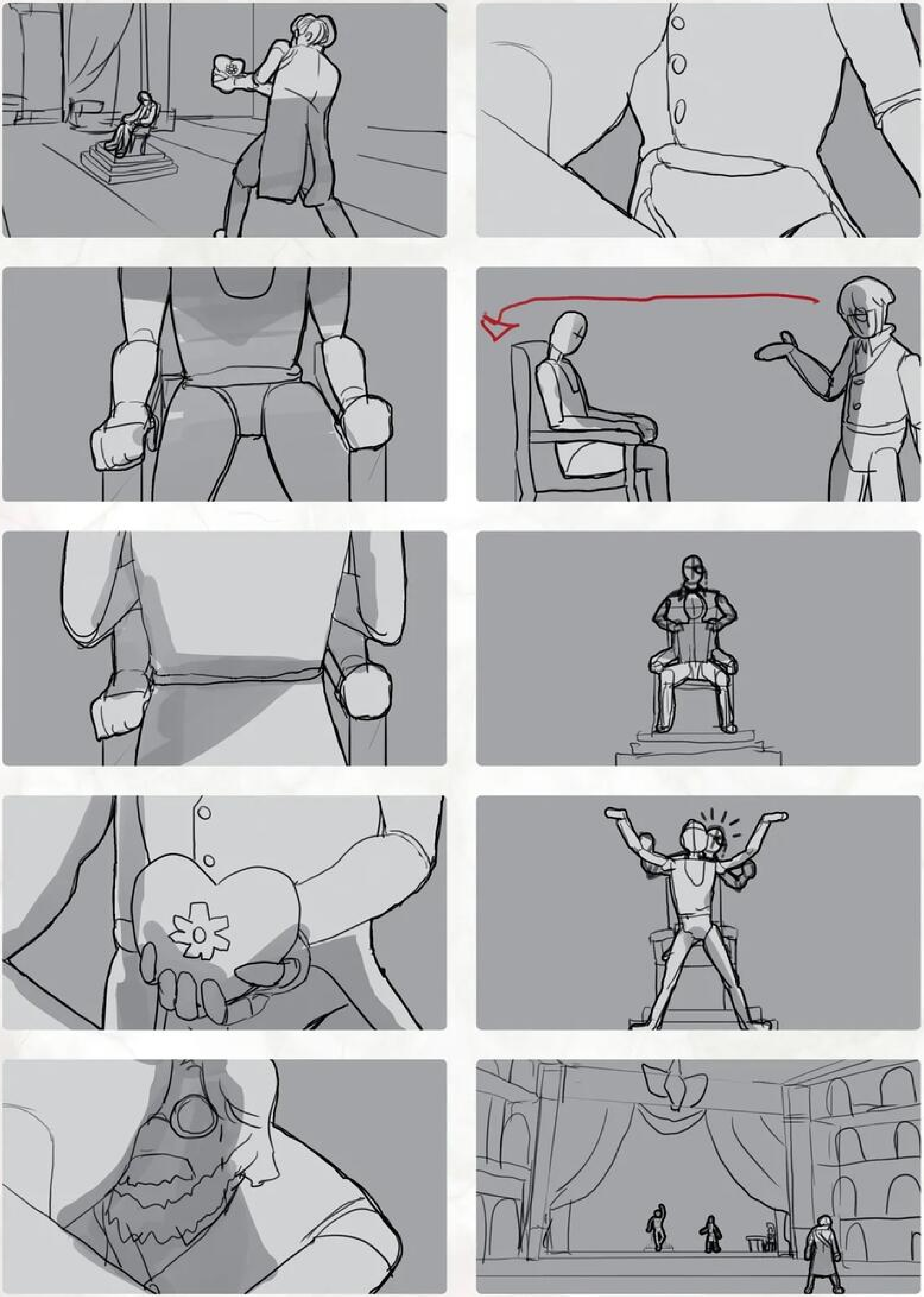


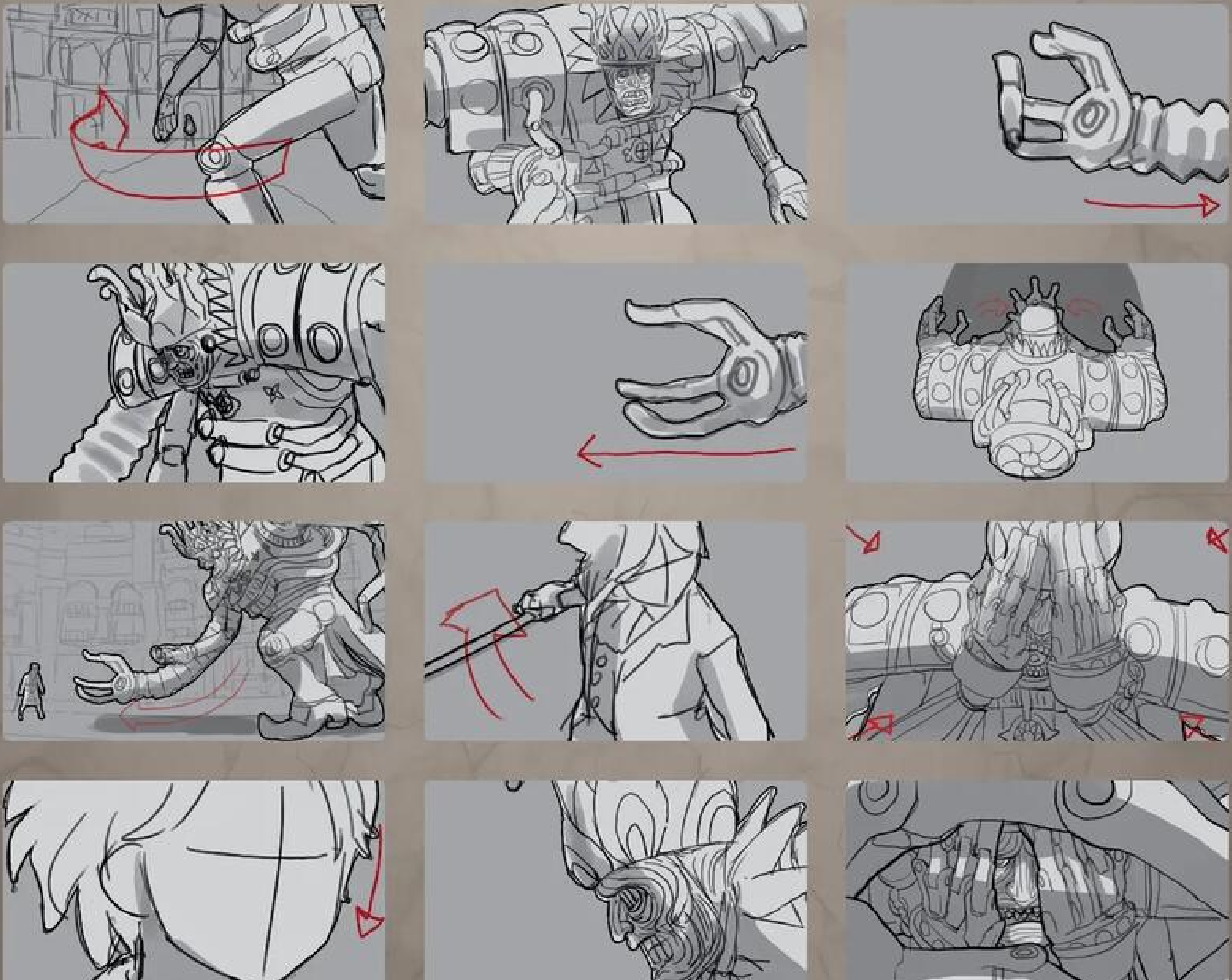












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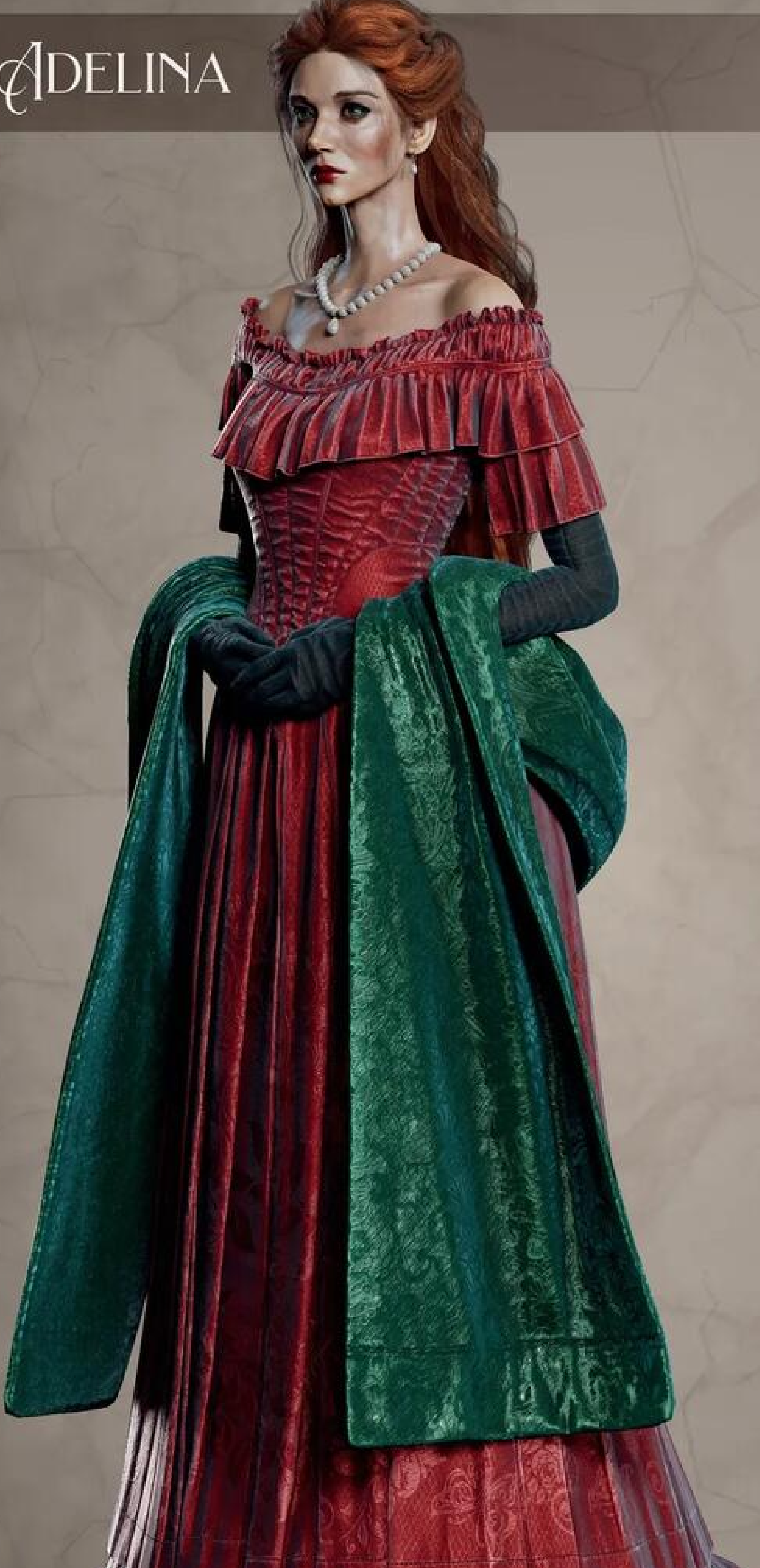
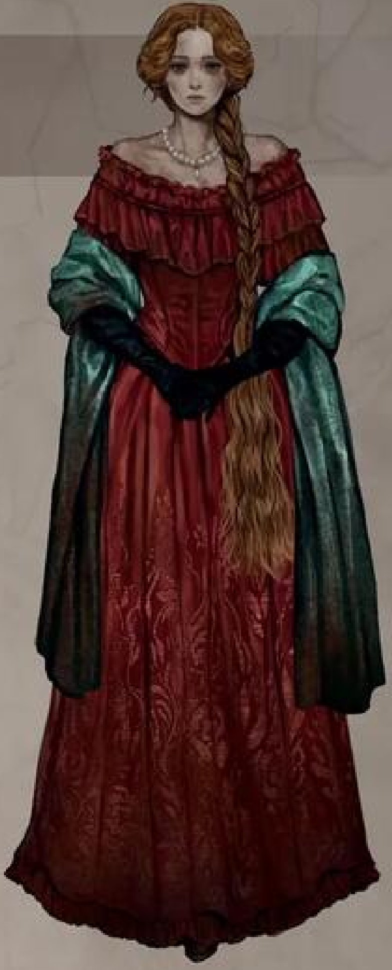
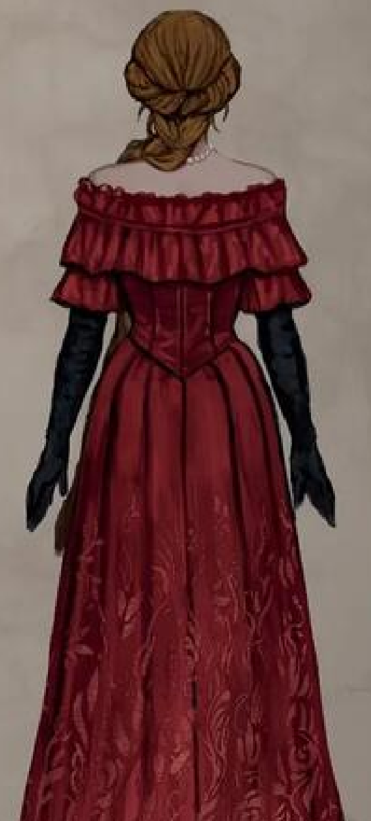
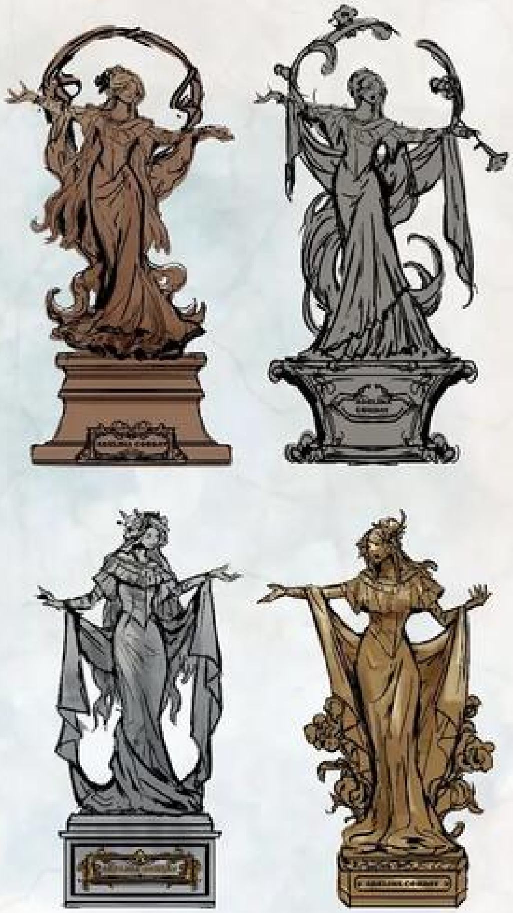








Chapter 8

GRAND EXHIBITION

Grand and glamorous. The Grand Exhibition is one of the most beautifully designed chapters in *Lies of P*.

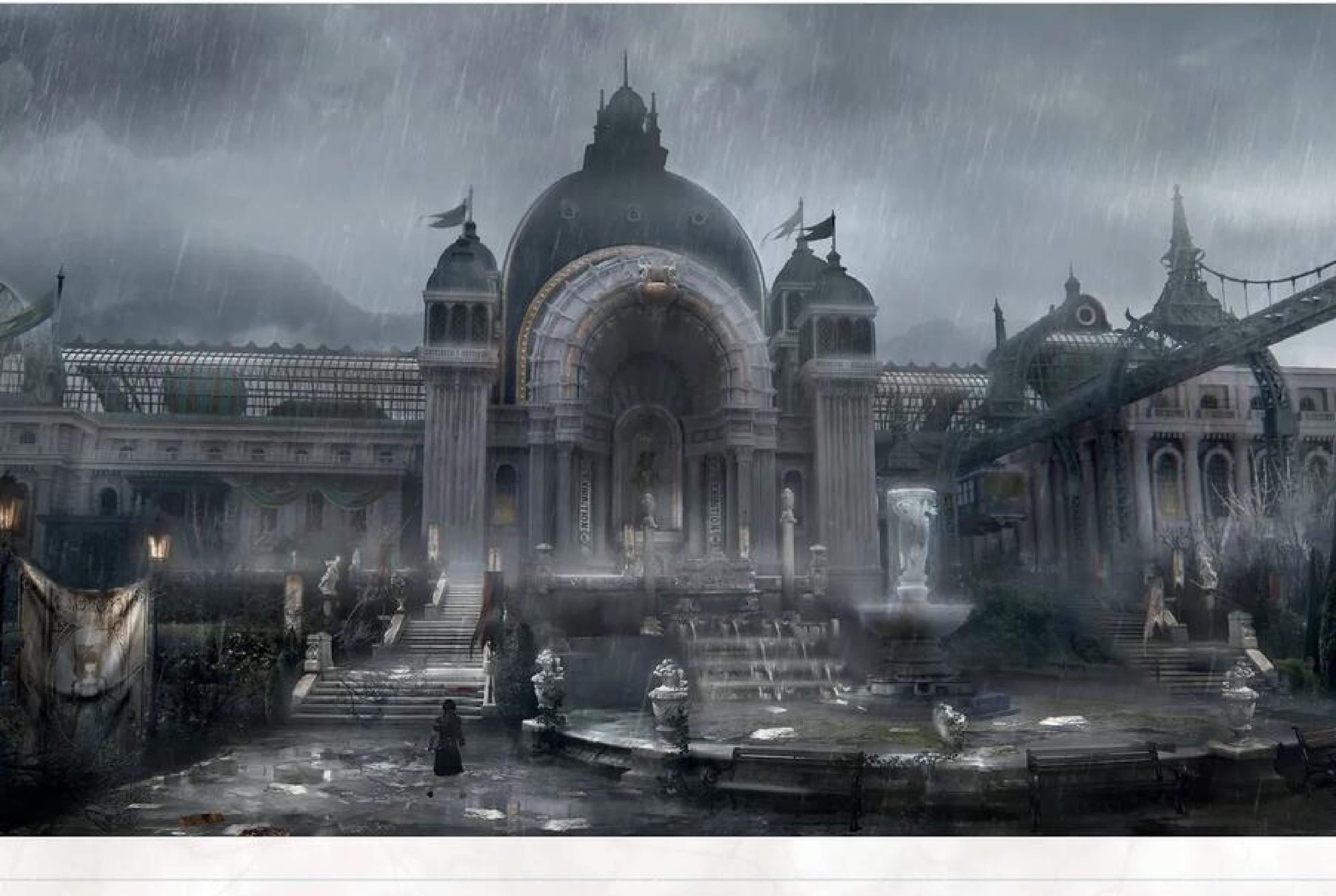
To get to the exhibition, one must safely escape the Lorenzini Arcade, which features architecture inspired by European shopping malls. This was intended to be a place where players get lost easily, so it dramatically intensifies the feeling of joy once they finally reach the exit and see the Grand Exhibition for the first time.

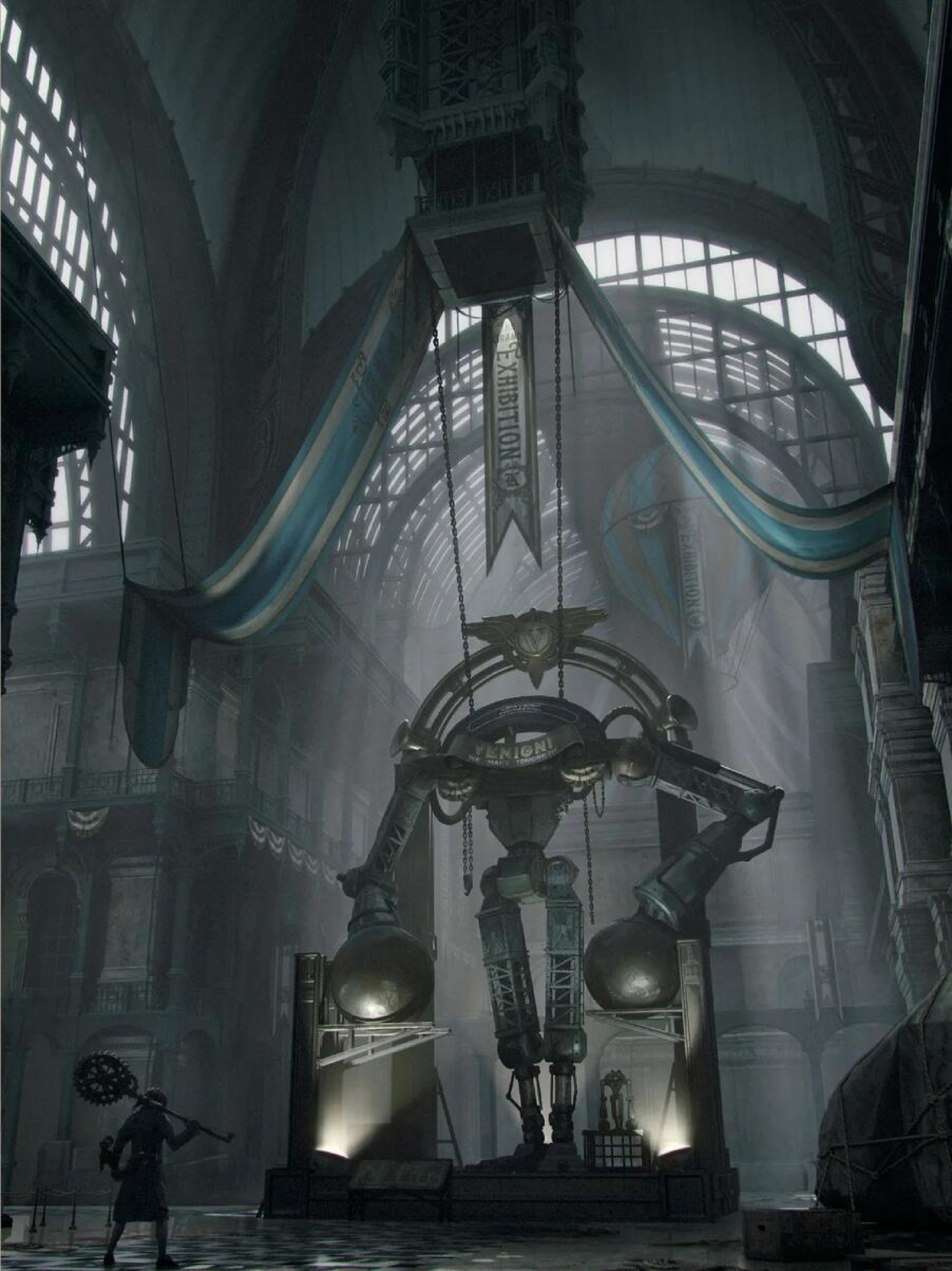
The Grand Exhibition is a symbol of Krat's ambition to expand its reputation as a city of automated puppets and bleeding-edge technology. Standing in the middle of this luxurious glass palace filled with the most advanced puppets, one can only imagine how sensational this exhibition would have been.

However, the dream was crushed when the petrification disease and Puppet Frenzy devoured everything. The hall soon became one massive laboratory, as it was taken over by Champion Victor and the Alchemists who claimed to be working on a cure for the disease. Whether this will be the salvation of Krat or another seed of disaster is yet to be seen.

In one corner sits the Saintess of Mercy, a statue that holds many secrets. Created by the genius engineer Camille, this masterpiece can bring puppets back to life under golden divine protection. Like the rest of the exhibition, this distinctive work is also closely related to the Alchemists.

All this considered, it is not that strange to have your first encounter with Simon Manus, the current head of the Alchemists, in this very place.

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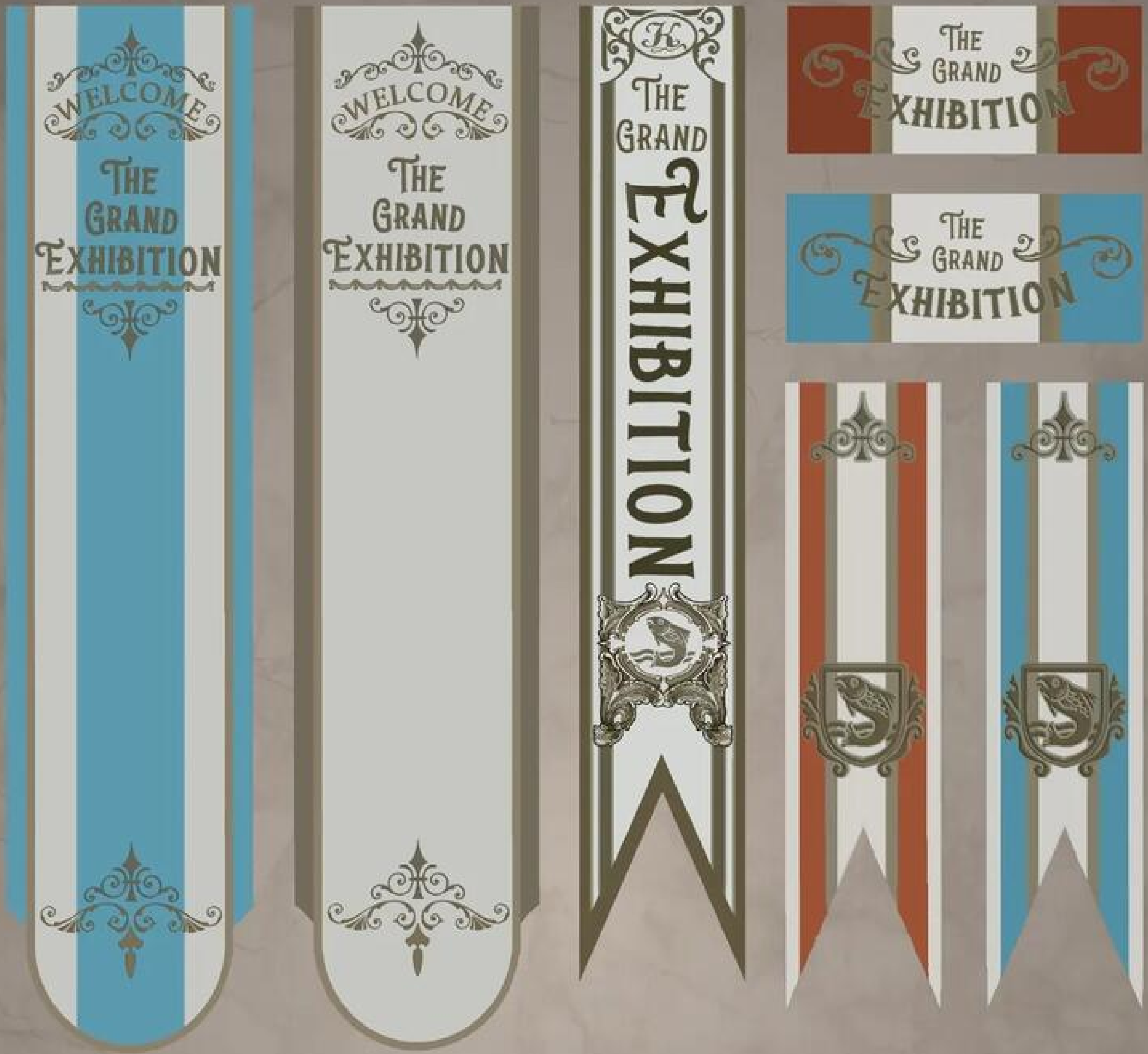
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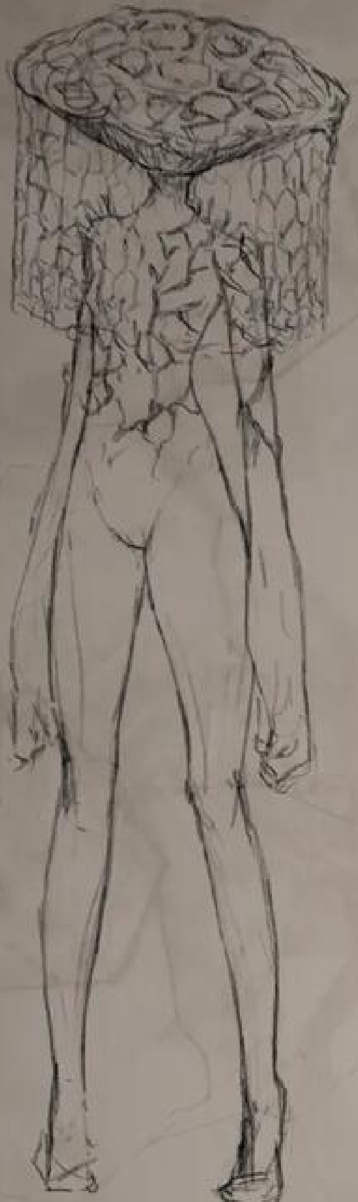
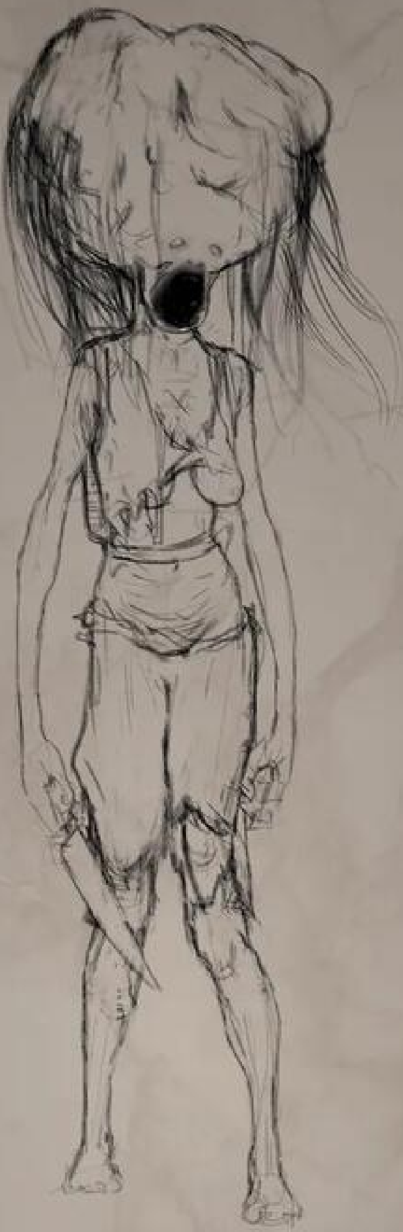
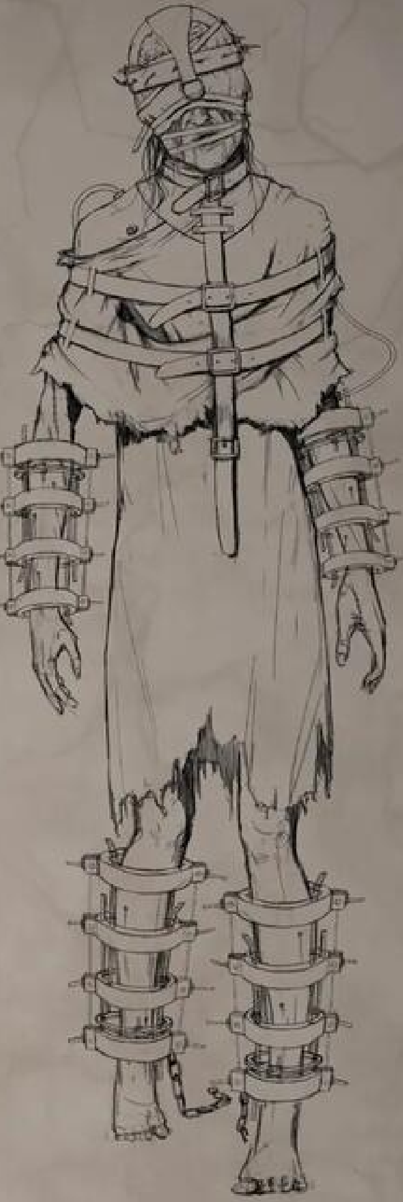
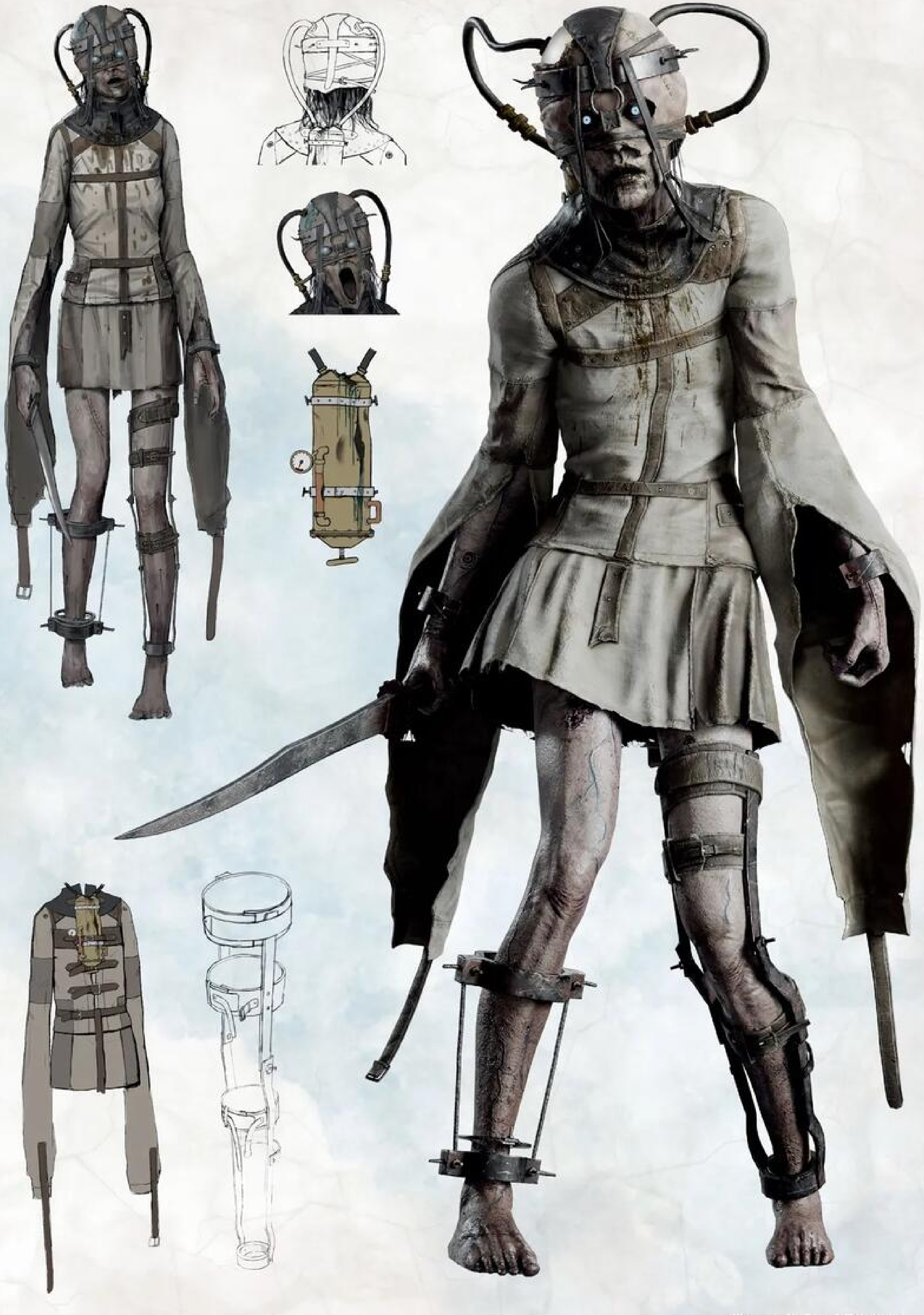
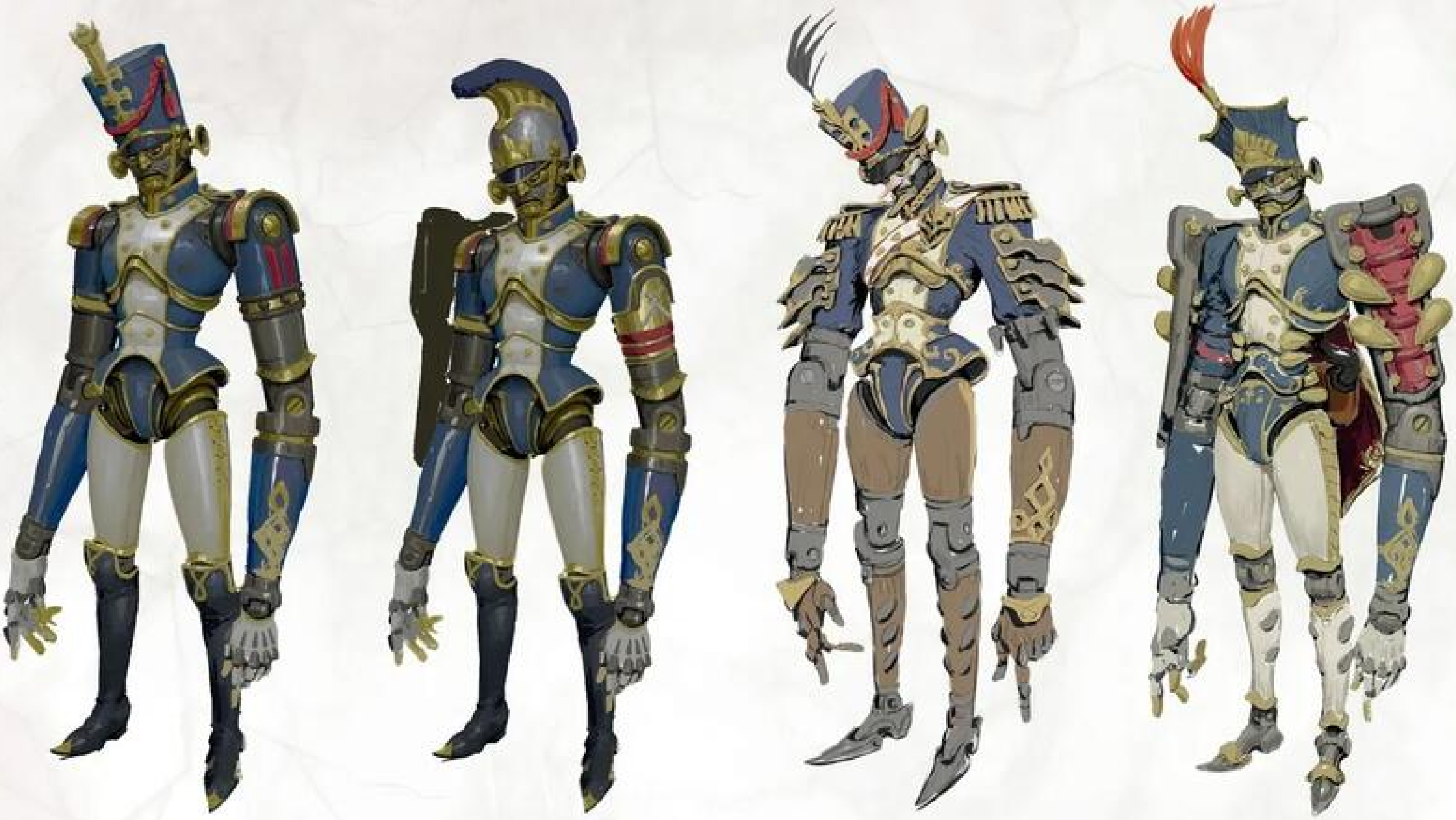
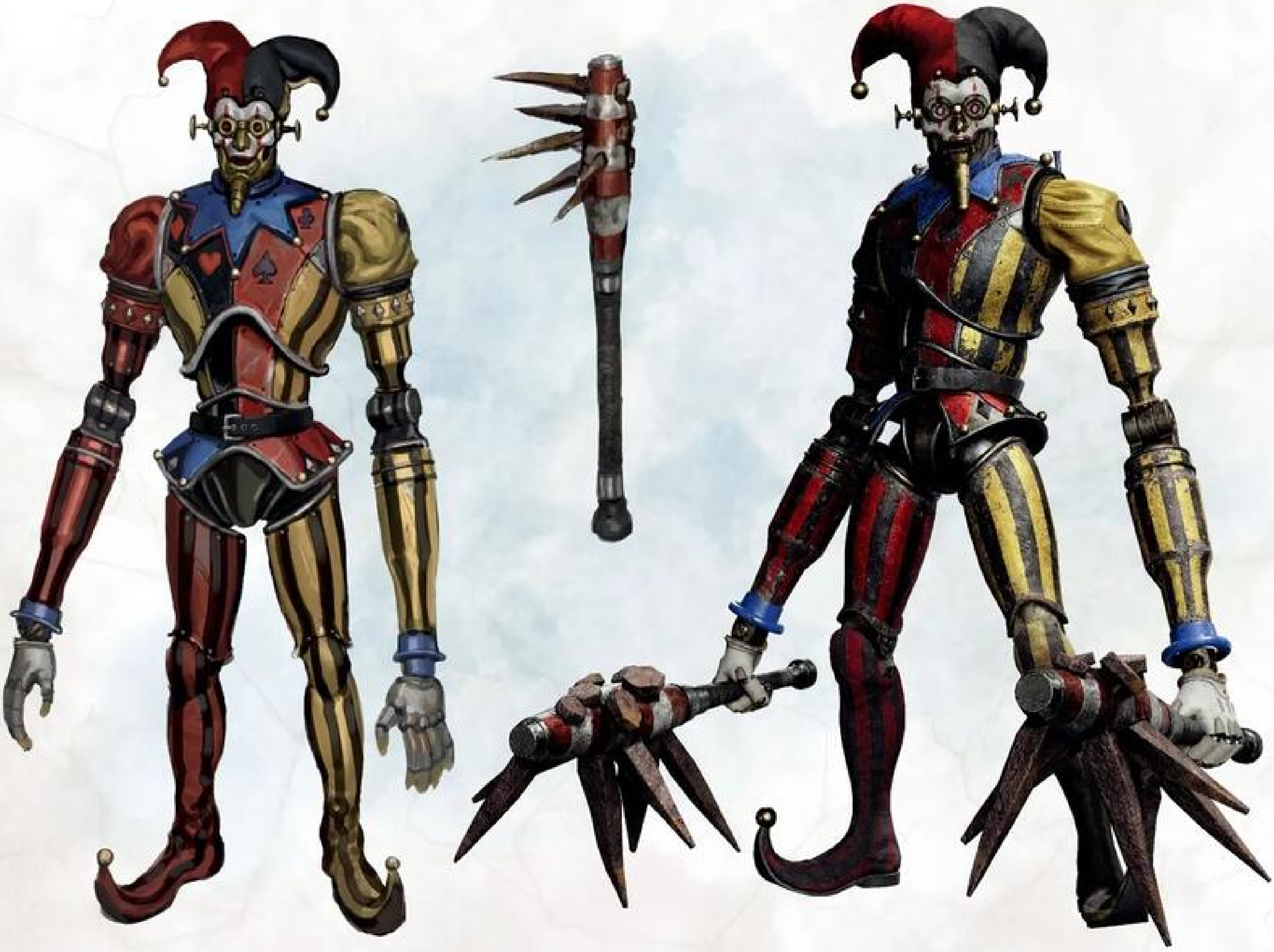


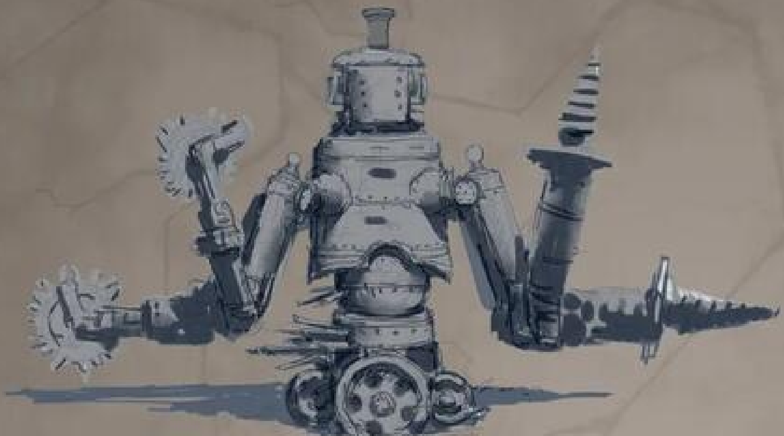


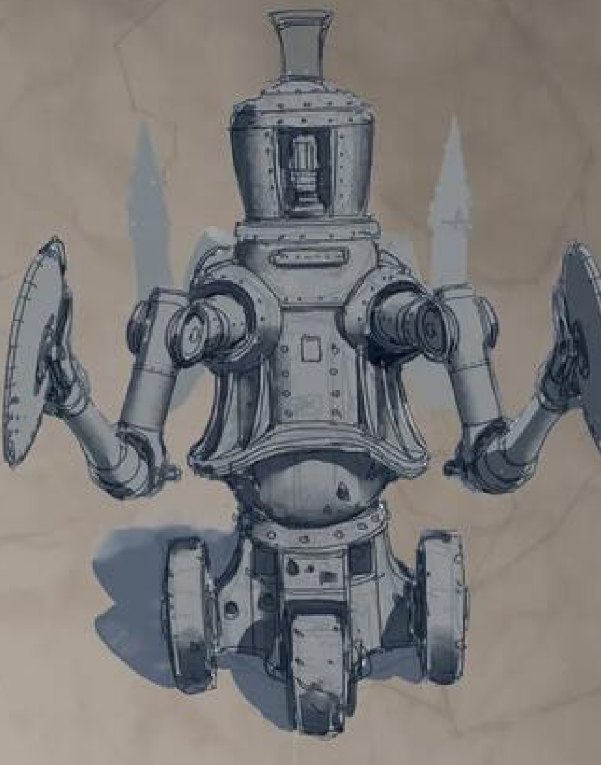


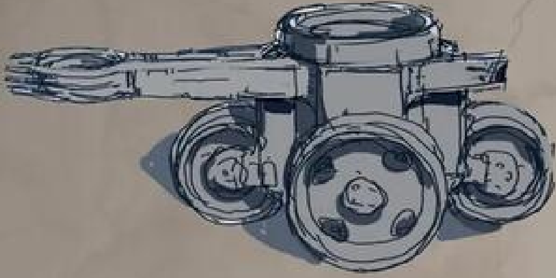


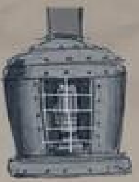


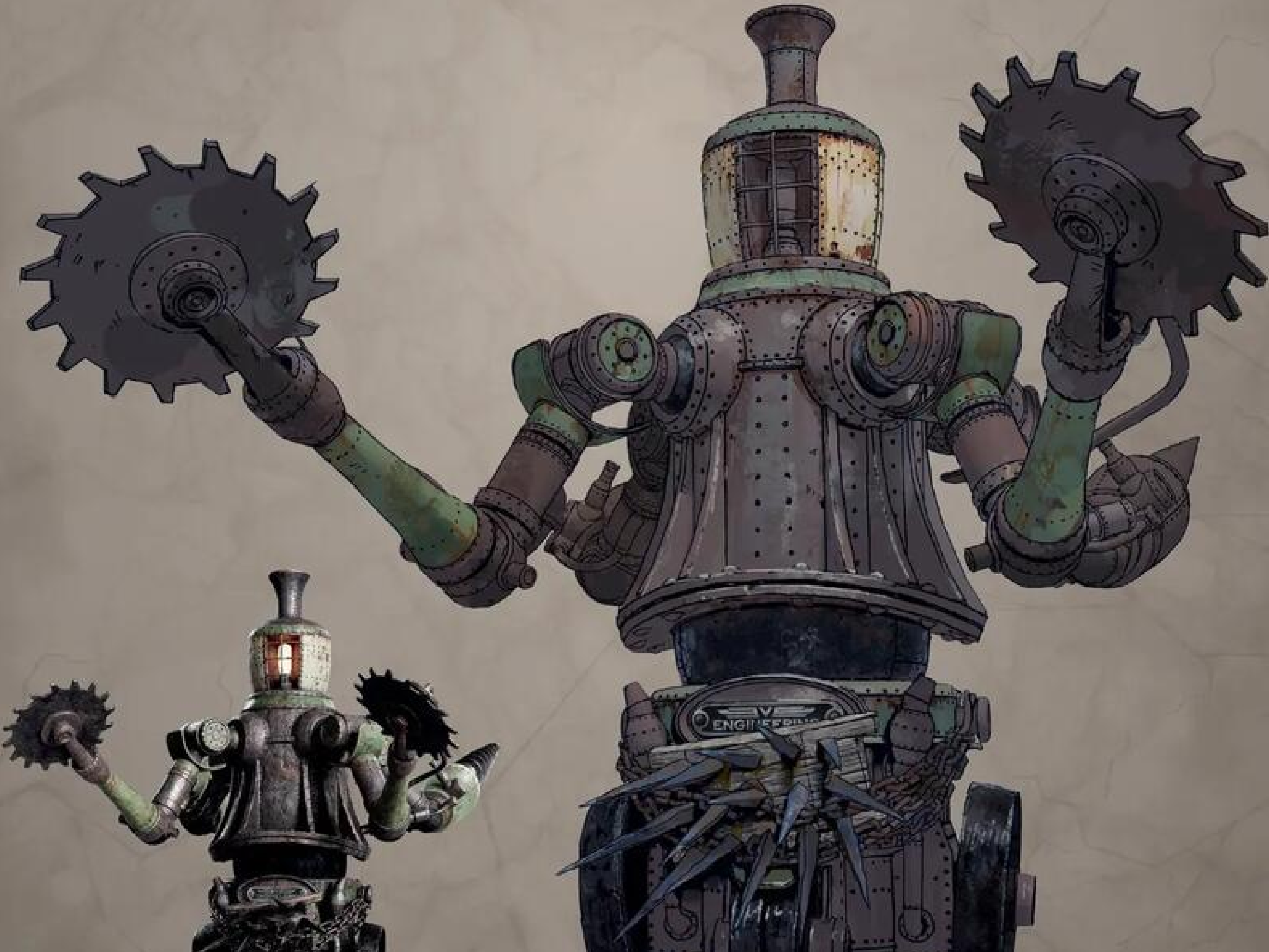


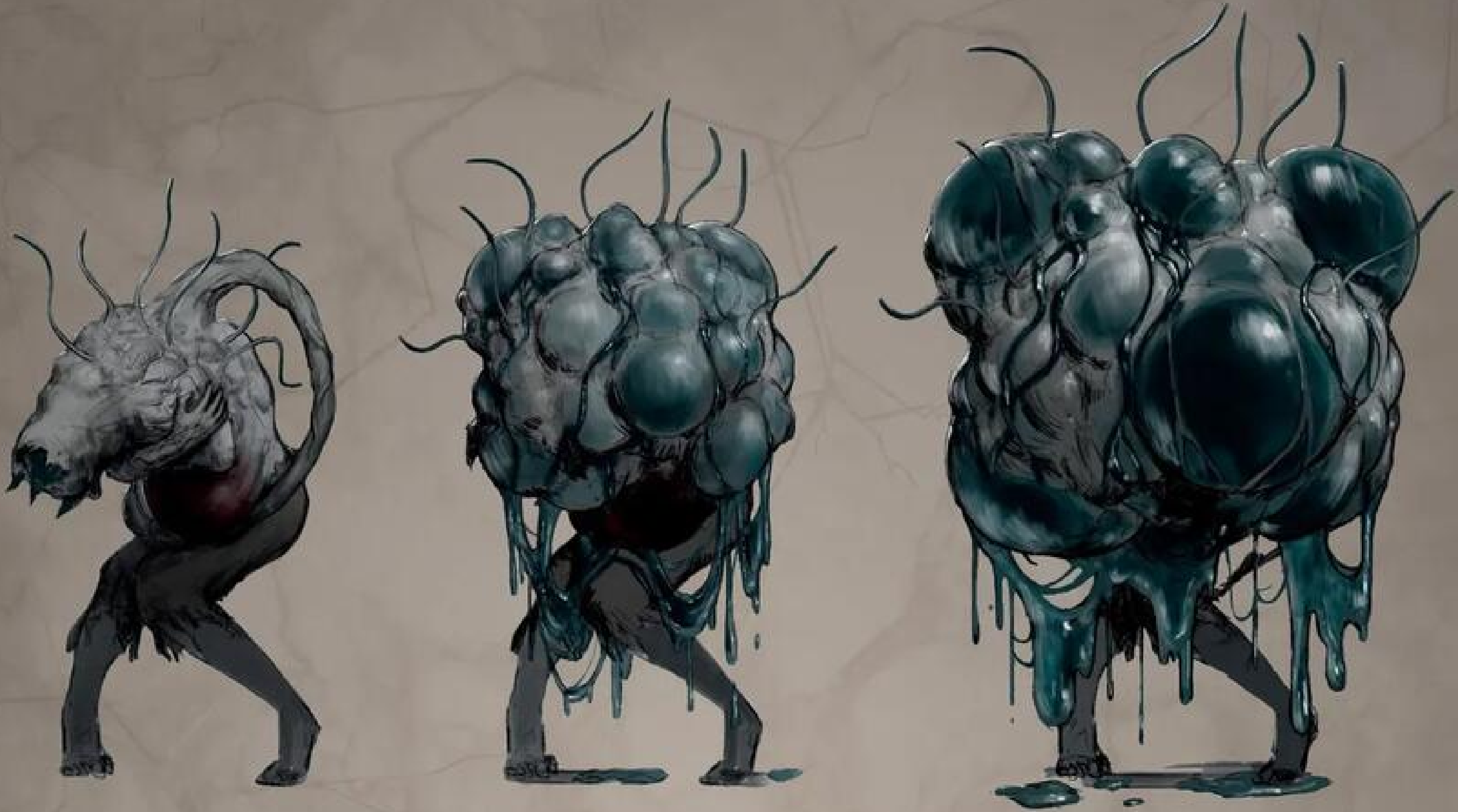


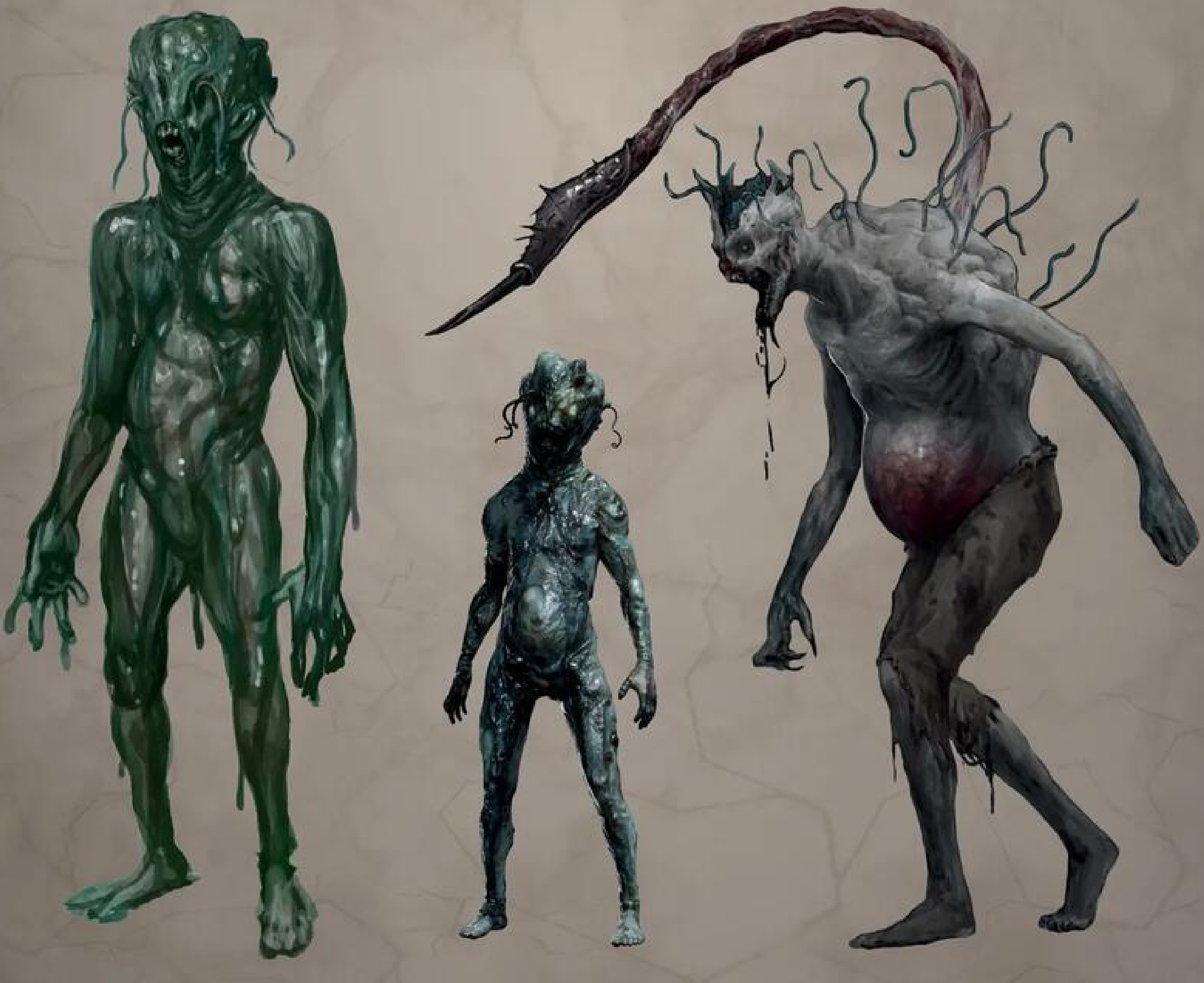


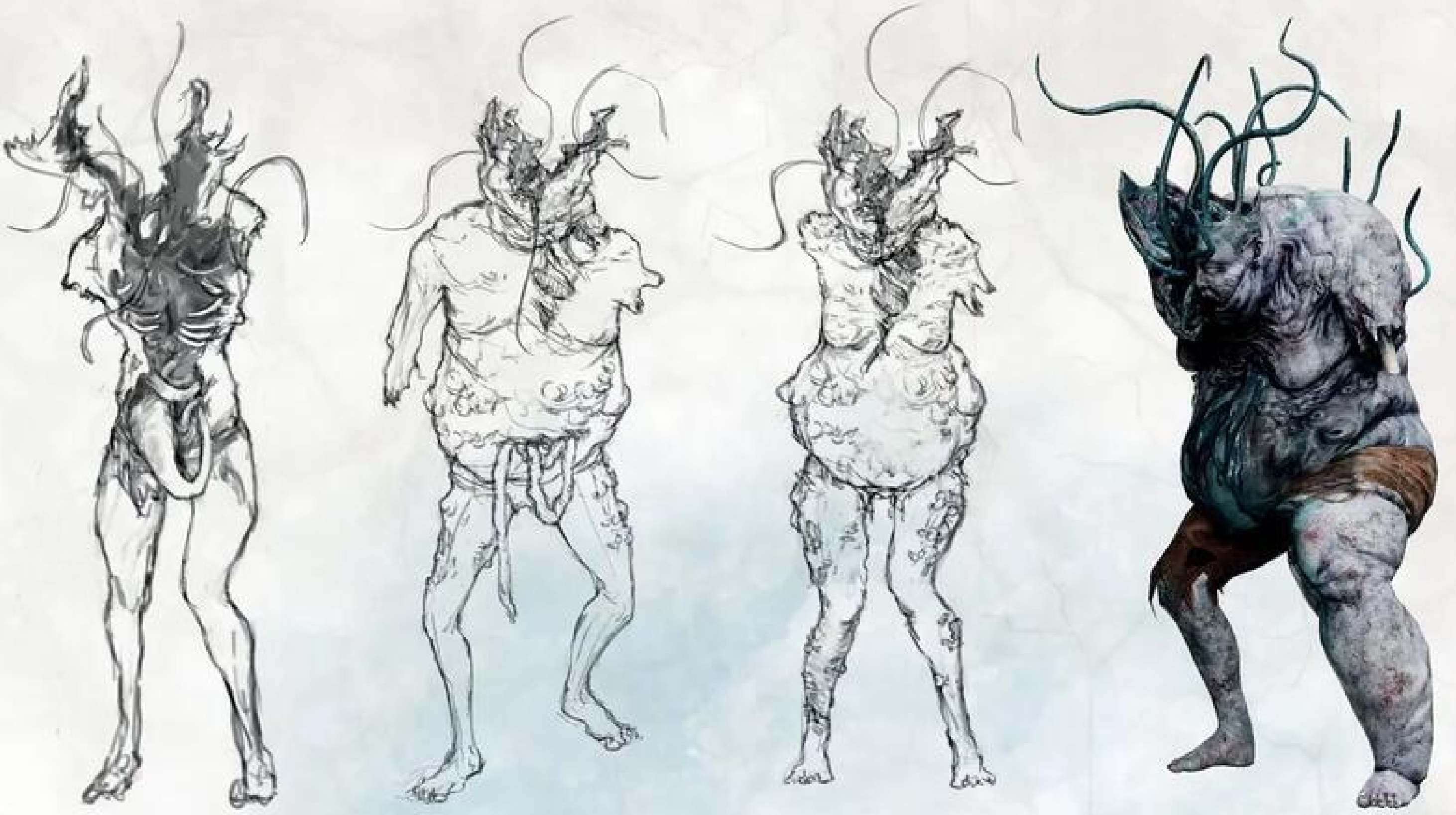


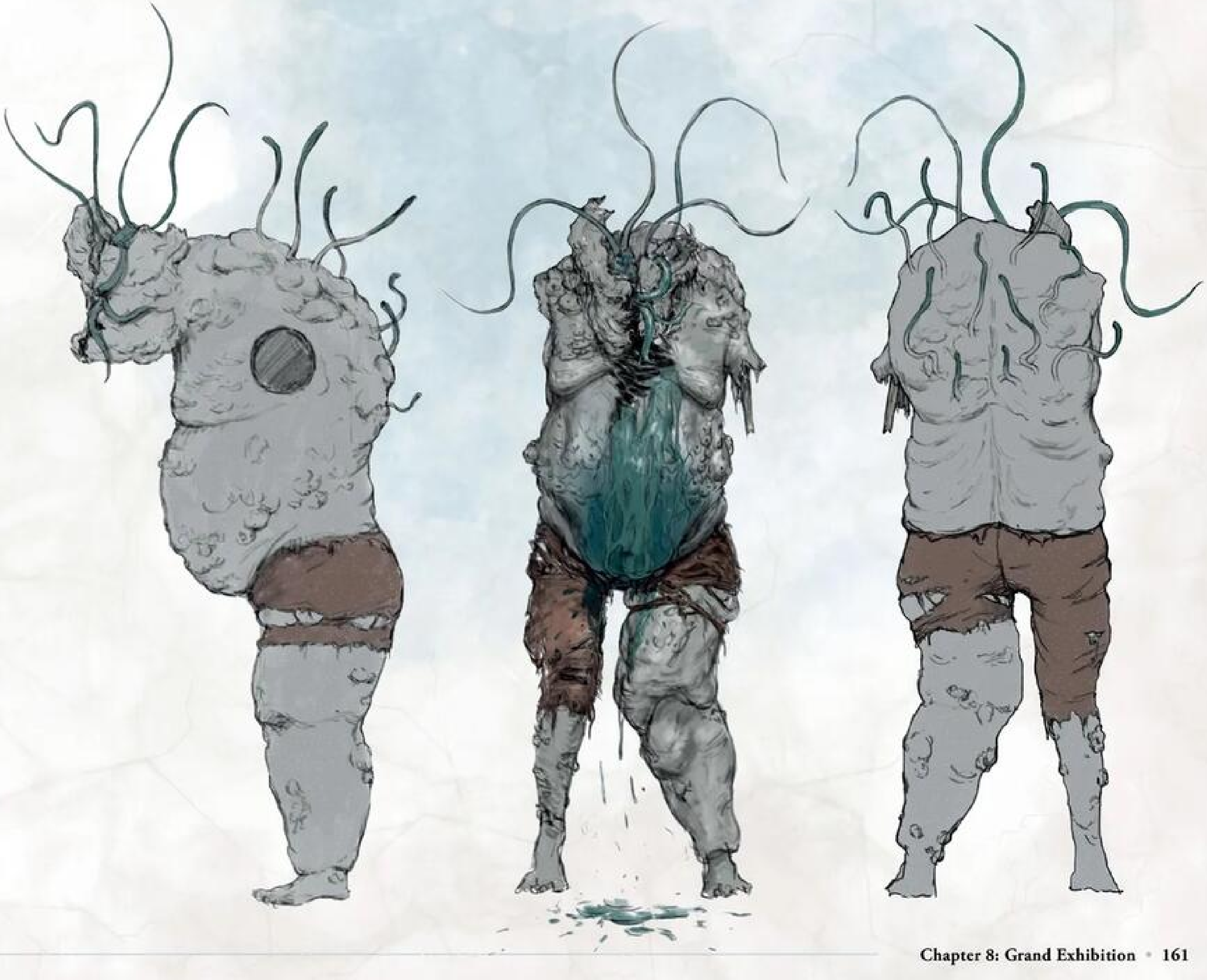




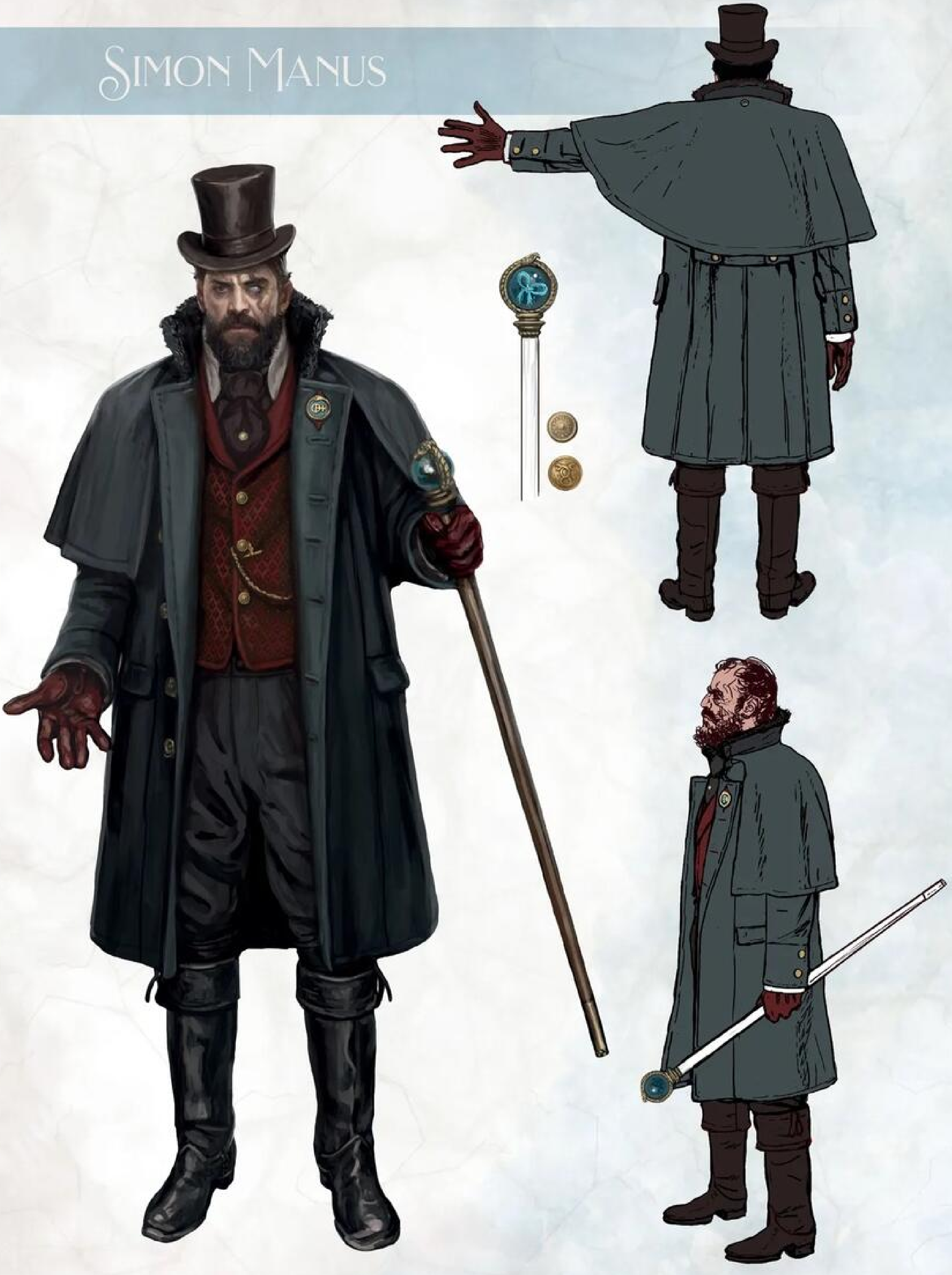


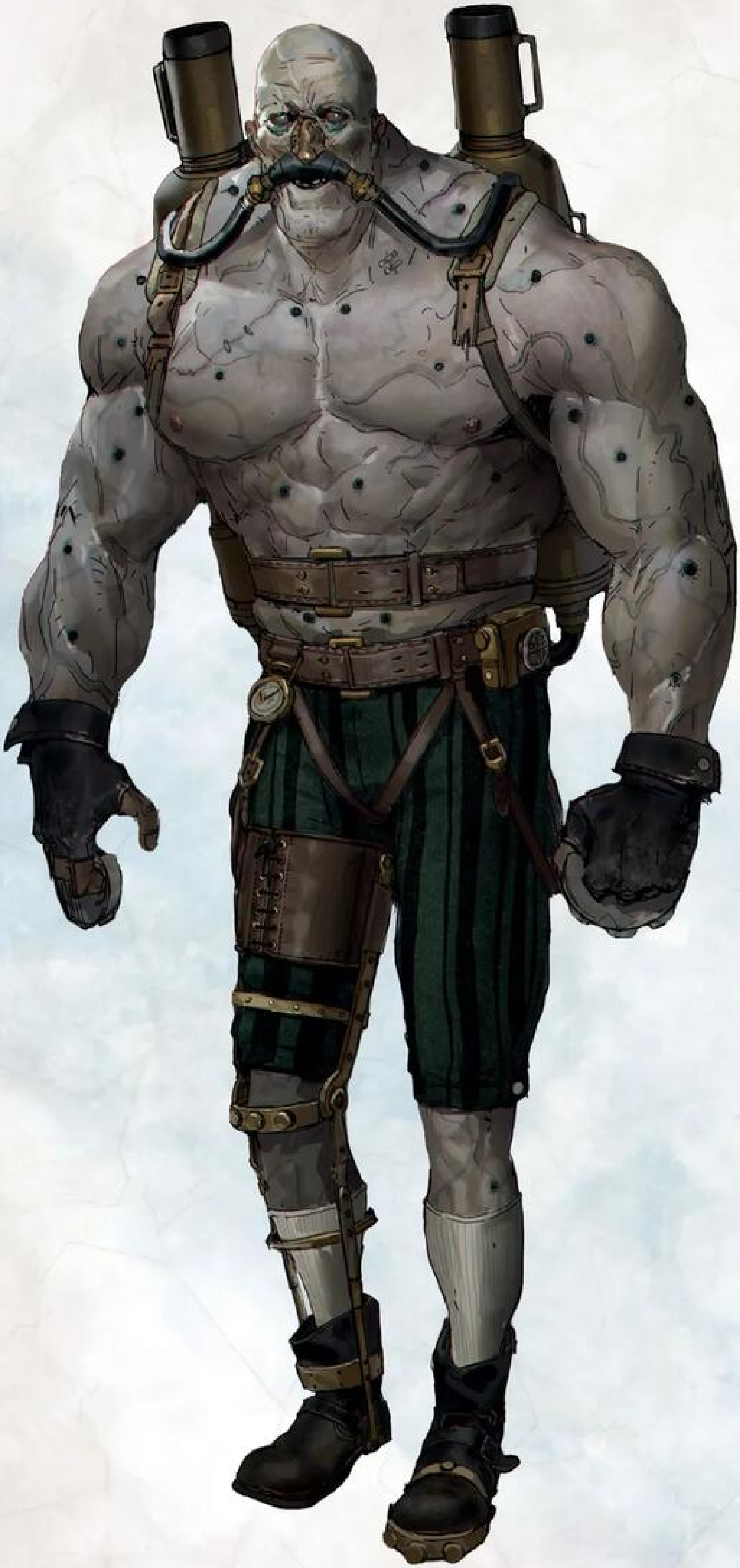


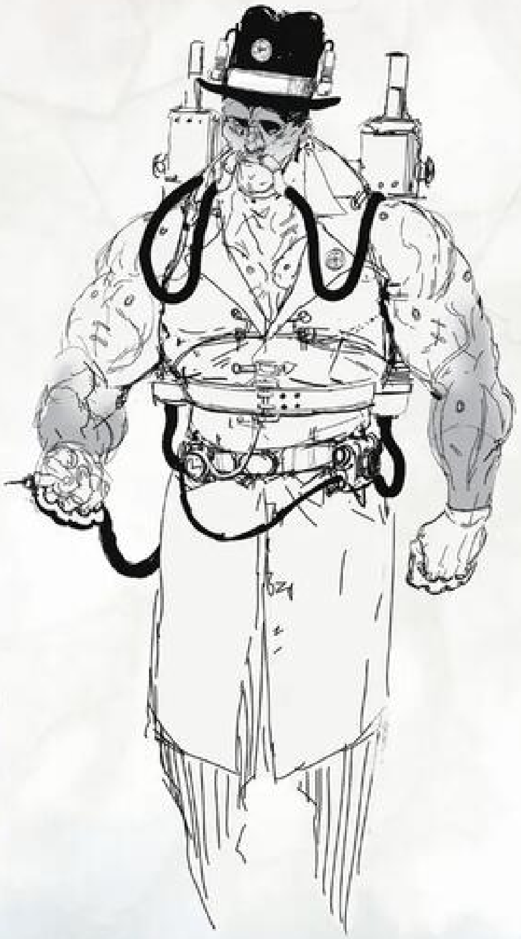


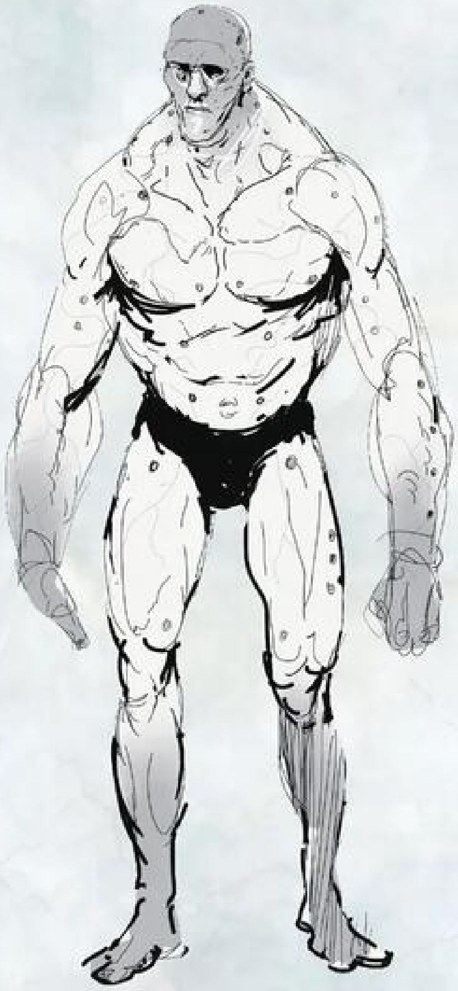


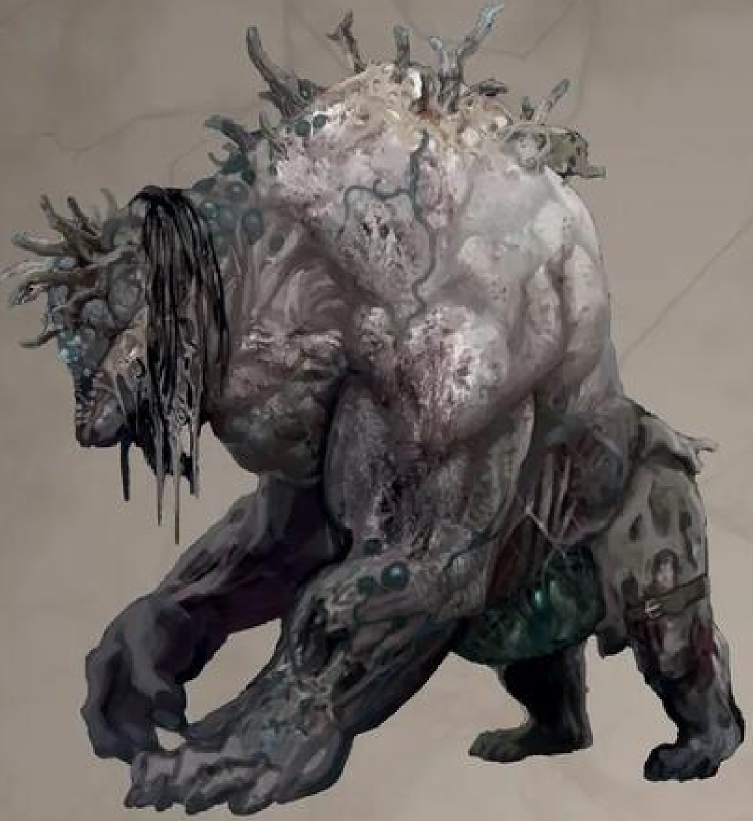
SIMON MANUS

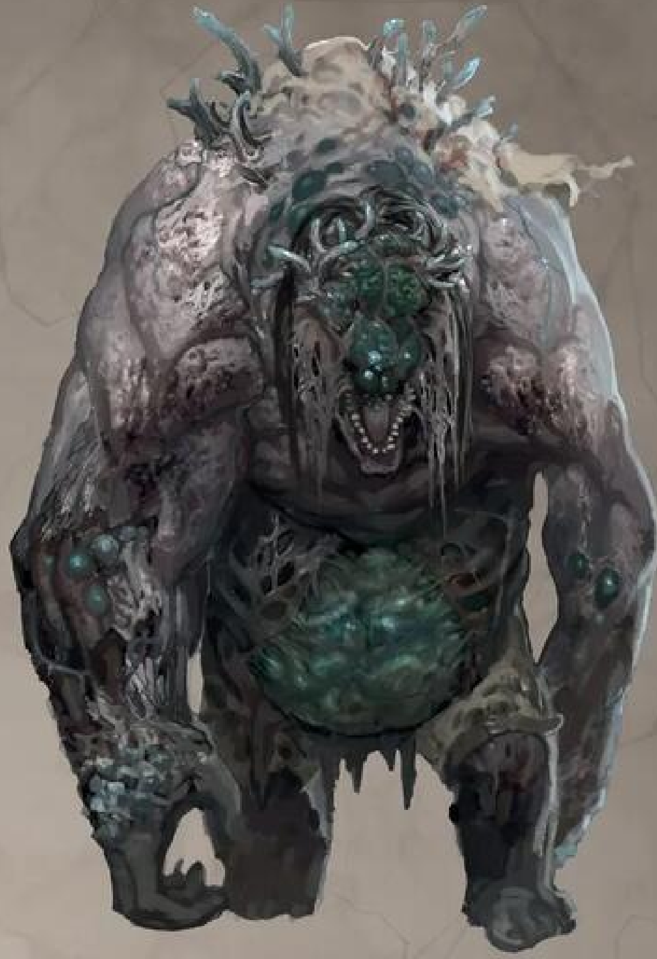


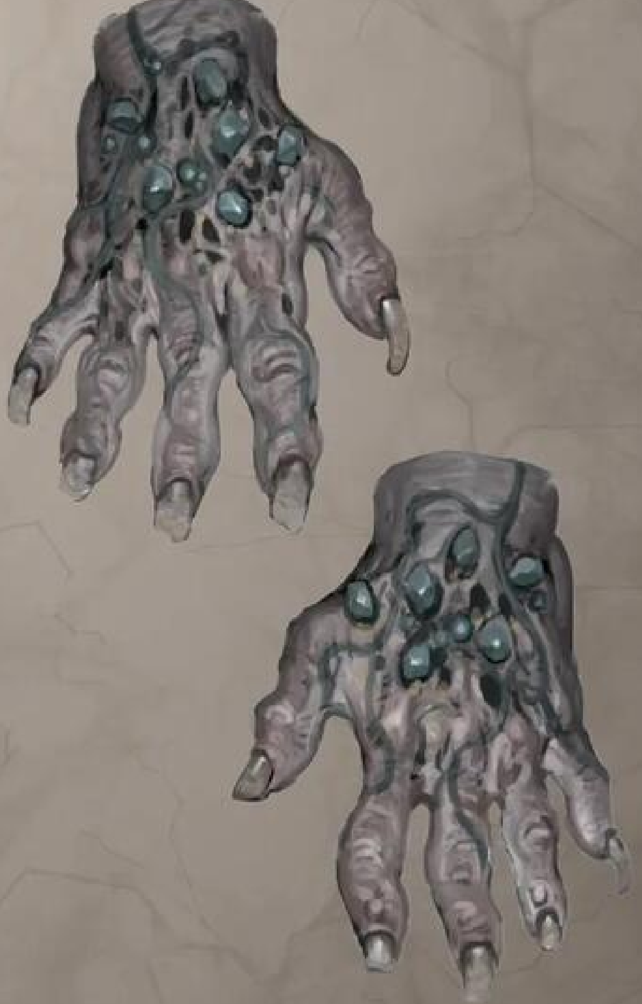




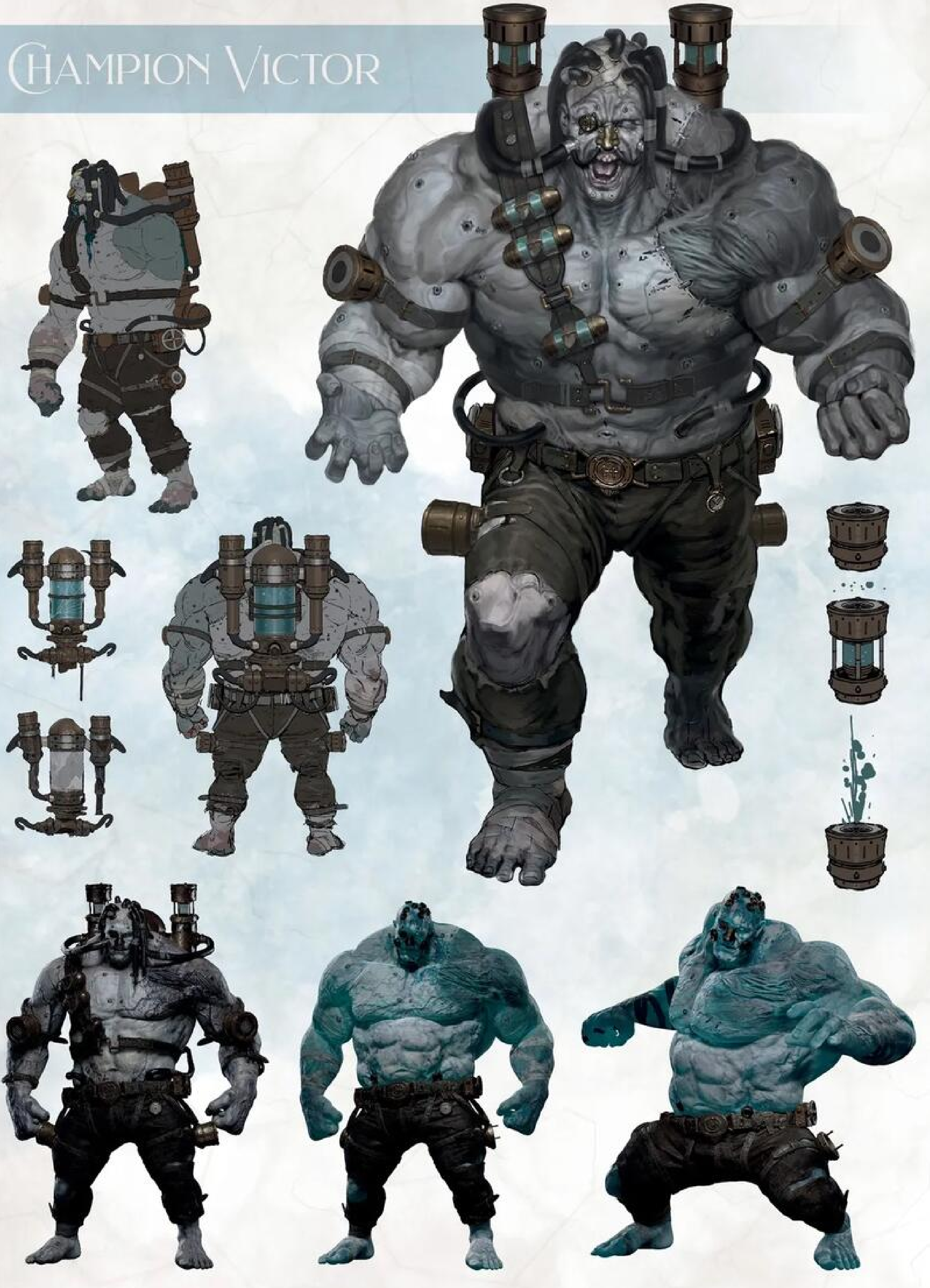


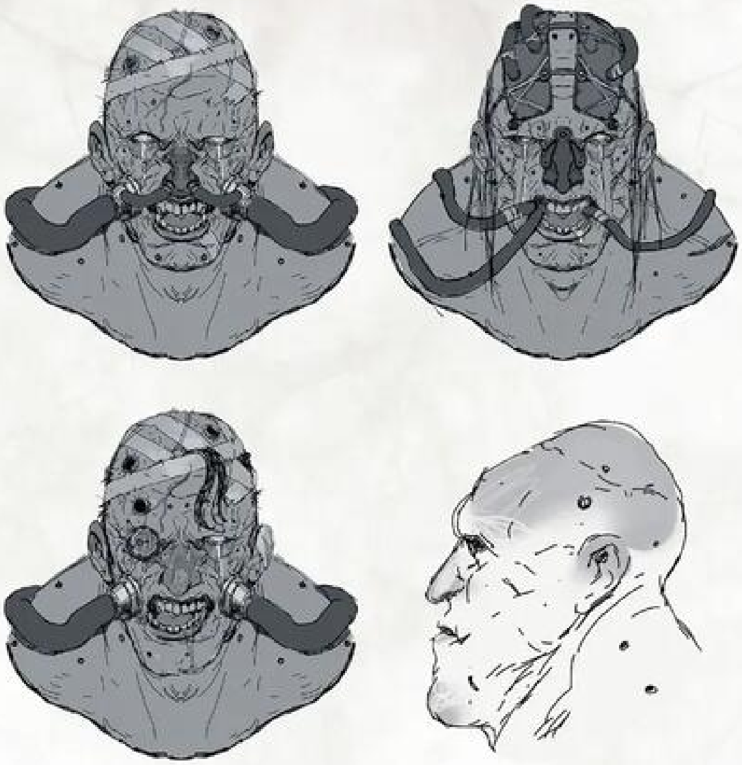


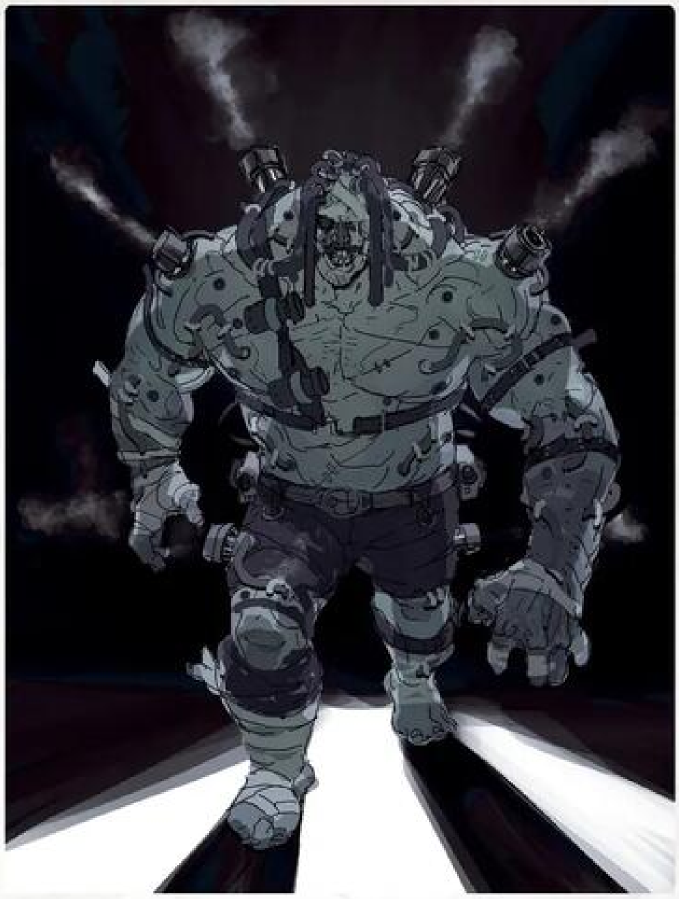


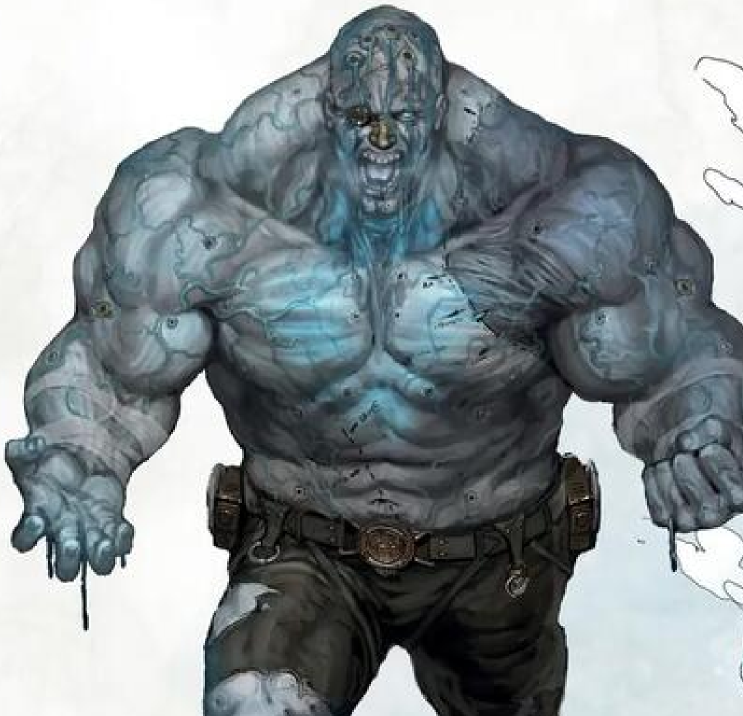


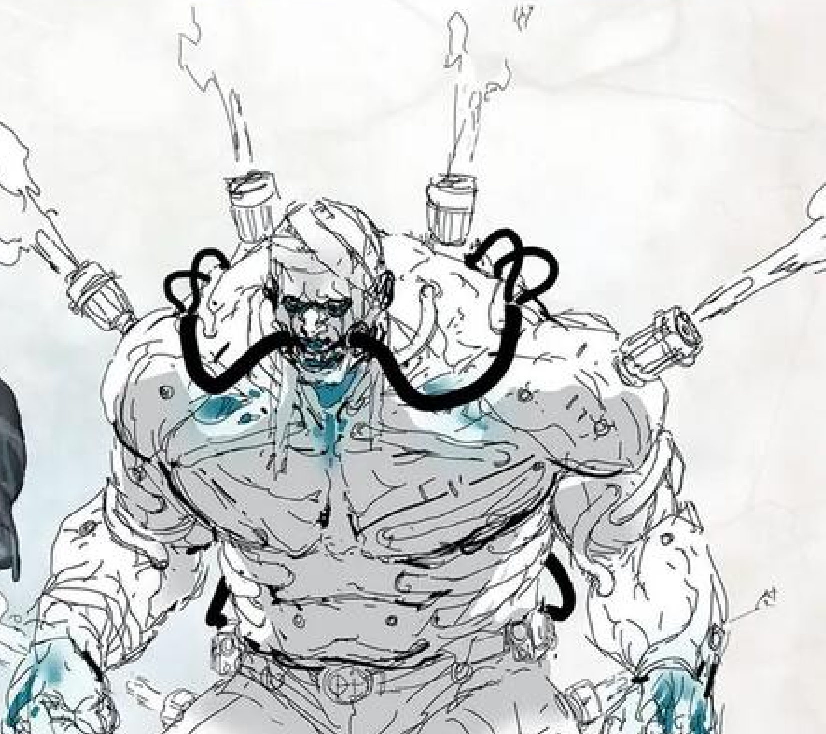
CHAMPION VICTOR











Chapter 9

BARREN SWAMP

The Barren Swamp, better known as "the puppets' grave," was born from the gallons of wastewater dumped from the Grand Exhibition and the pile of abandoned puppets thrown away by shady factories. Combined with gruesome Carcasses, these things turned the Barren Swamp into what it is today.

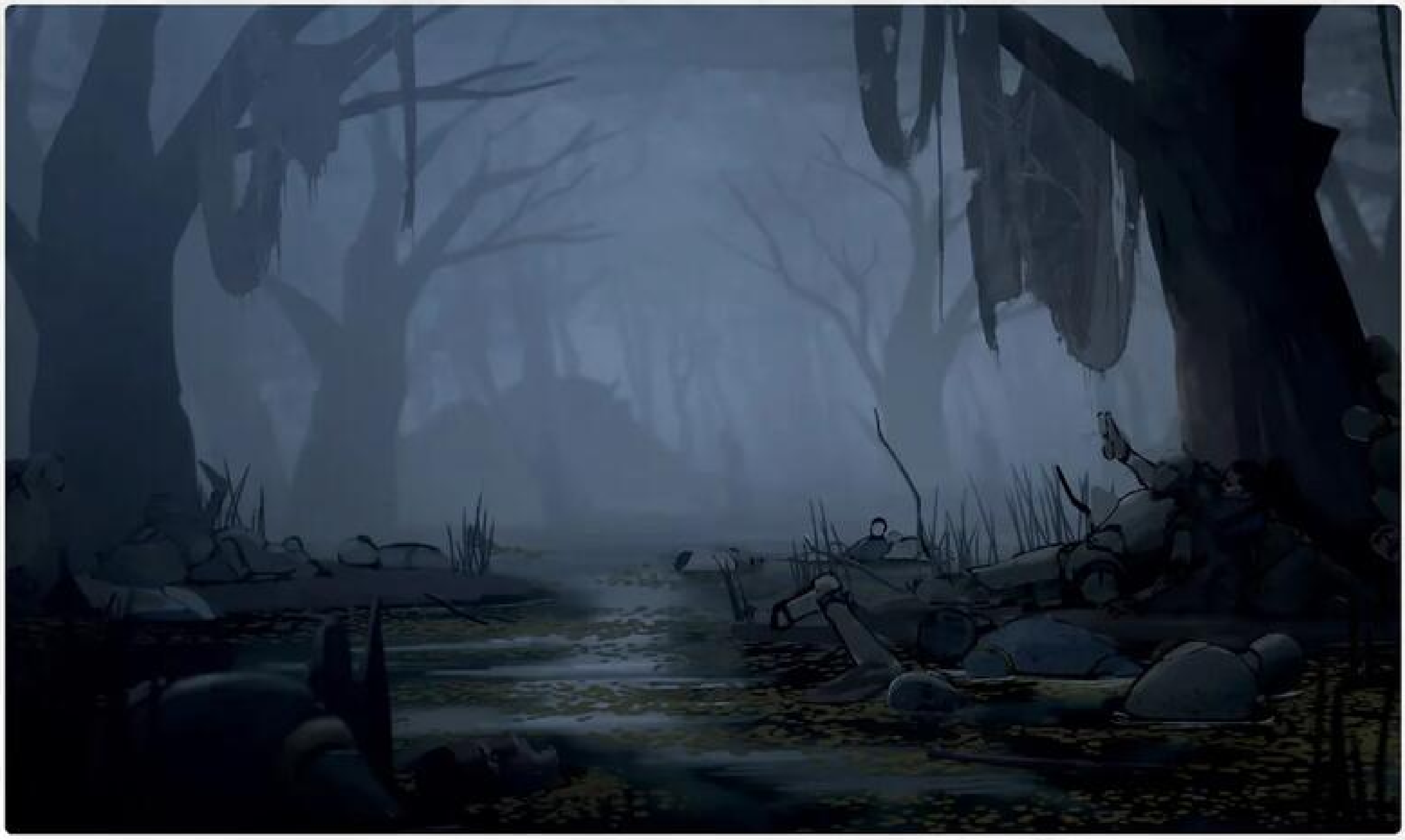
It is quite apparent that the golden age of the city was thriving alongside the mountain of putrid trash, covering up all the problems with shimmering coins.

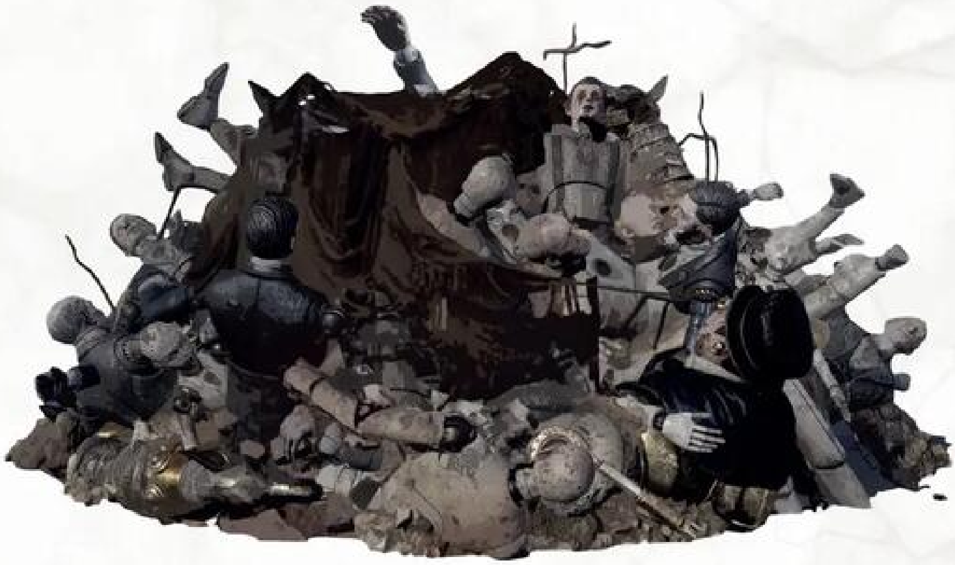
Upon close observation, players will notice a change in the details of monsters previously faced. Monsters in this area were meticulously designed to give the players a constant creepy feeling while they walked through the desolate grounds.

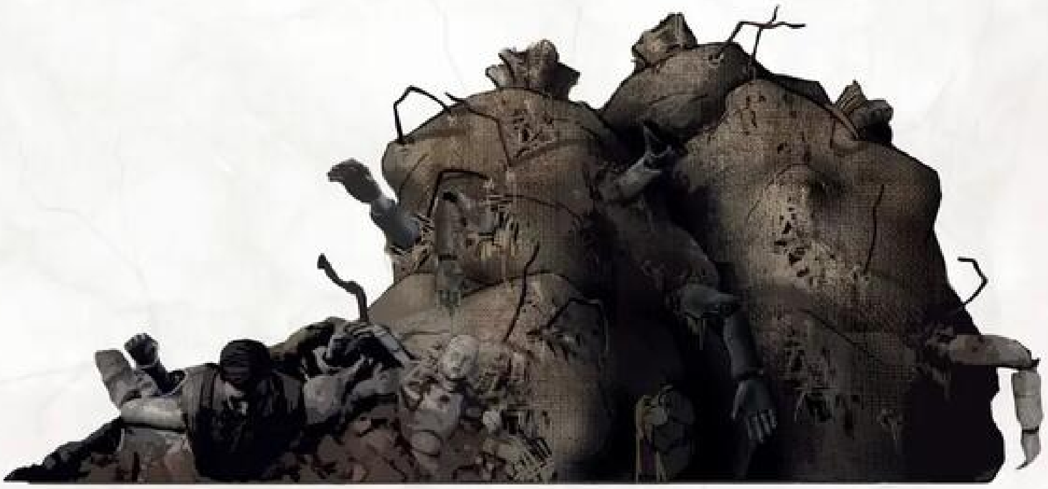
Whereas the Malum District mirrors the neglected and depressing facets of Krat, the Barren Swamp bluntly exposes the dark side of the city. In the deepest part of the wetland, players finally confront a hideous creature representing the embodiment of all these aspects, the Green Monster of the Swamp.

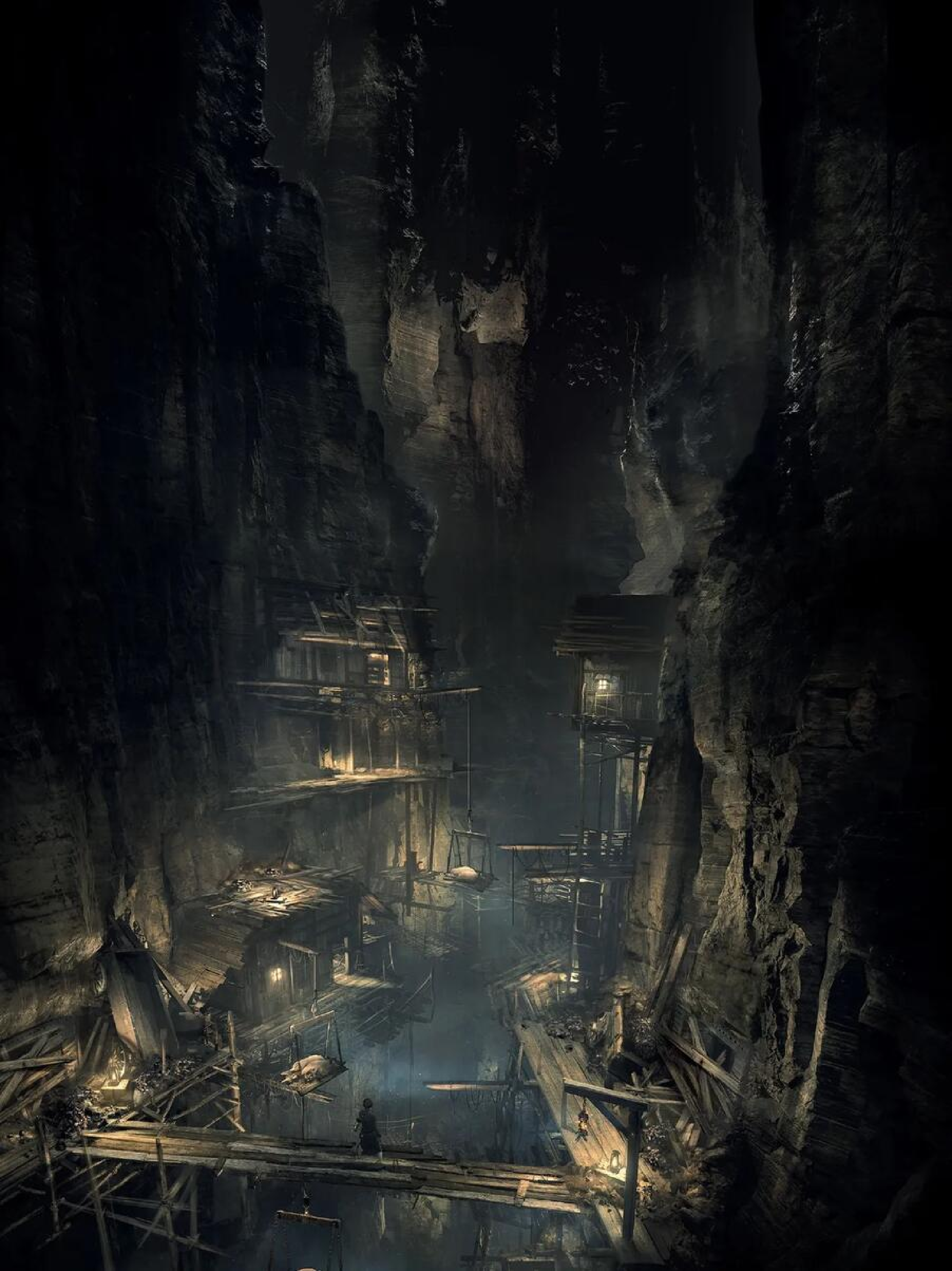
With the Green Fisherman from the classic tale as inspiration, the Green Monster of the Swamp was intended to emphasize appalling gluttony through such factors as an unsightly mass, abnormally long tentacles, vine-like skin and bodily fluids, and a nest of junk.

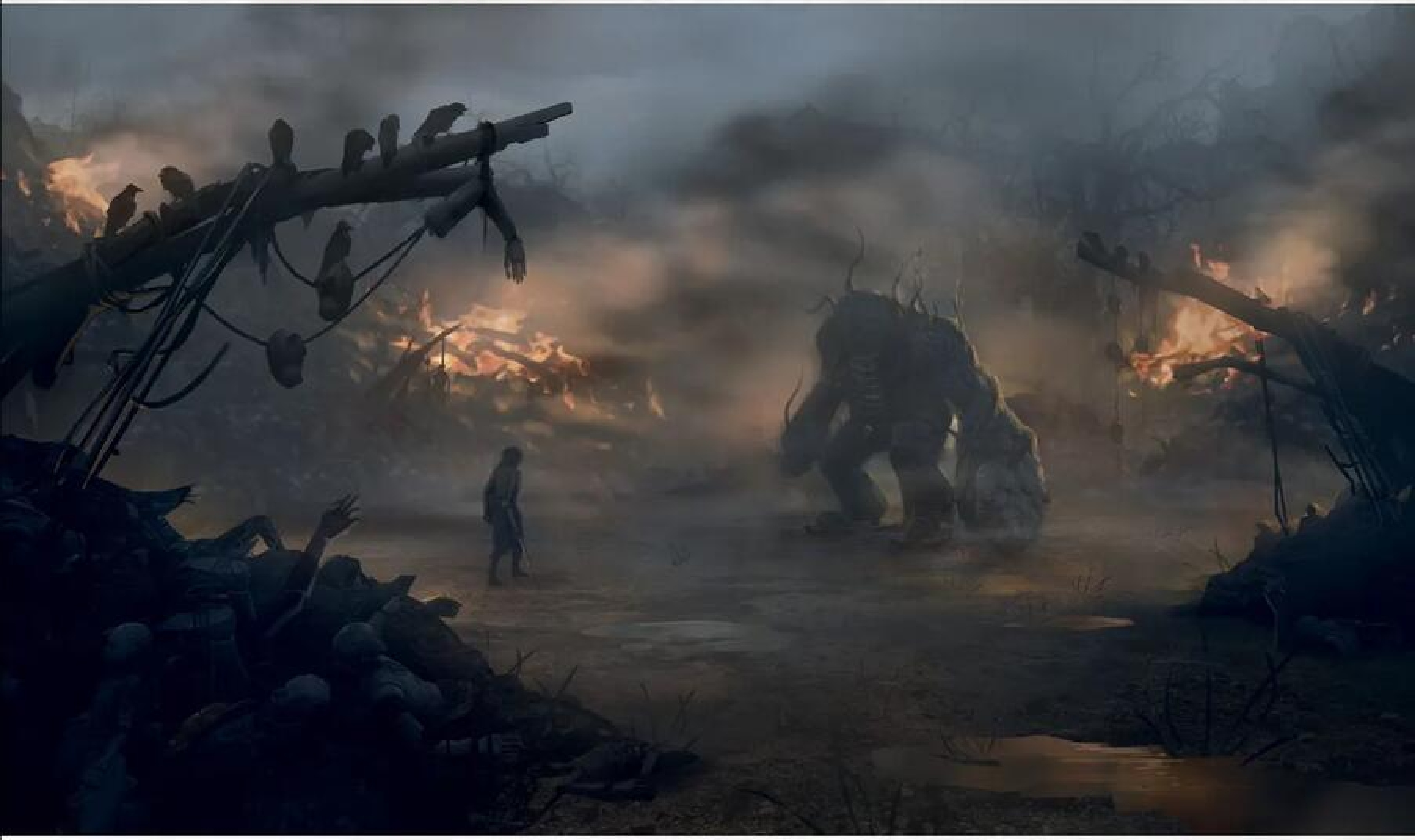
The disturbing form that you cannot help but turn away from might have been the real Krat hidden under the public persona all along.

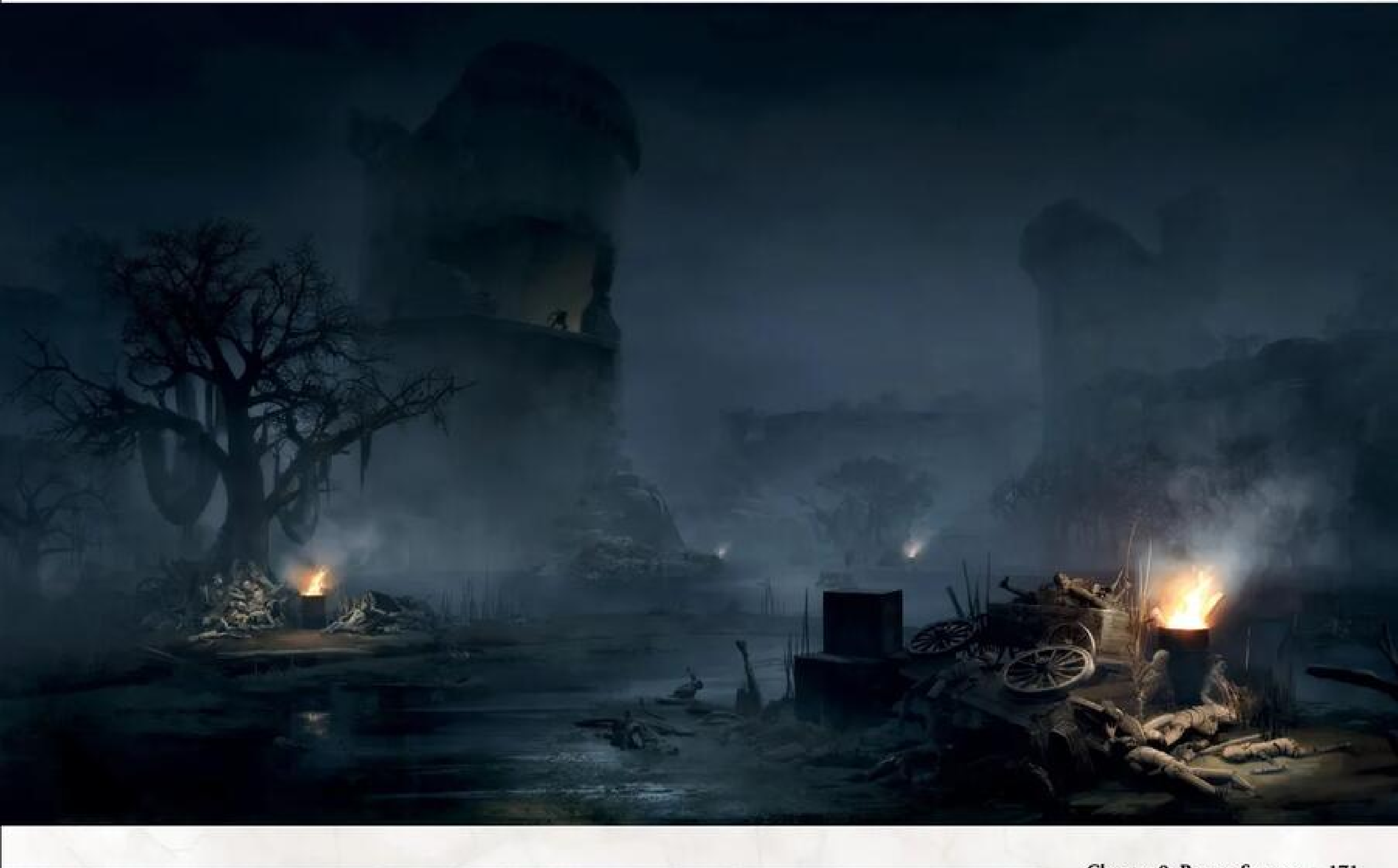


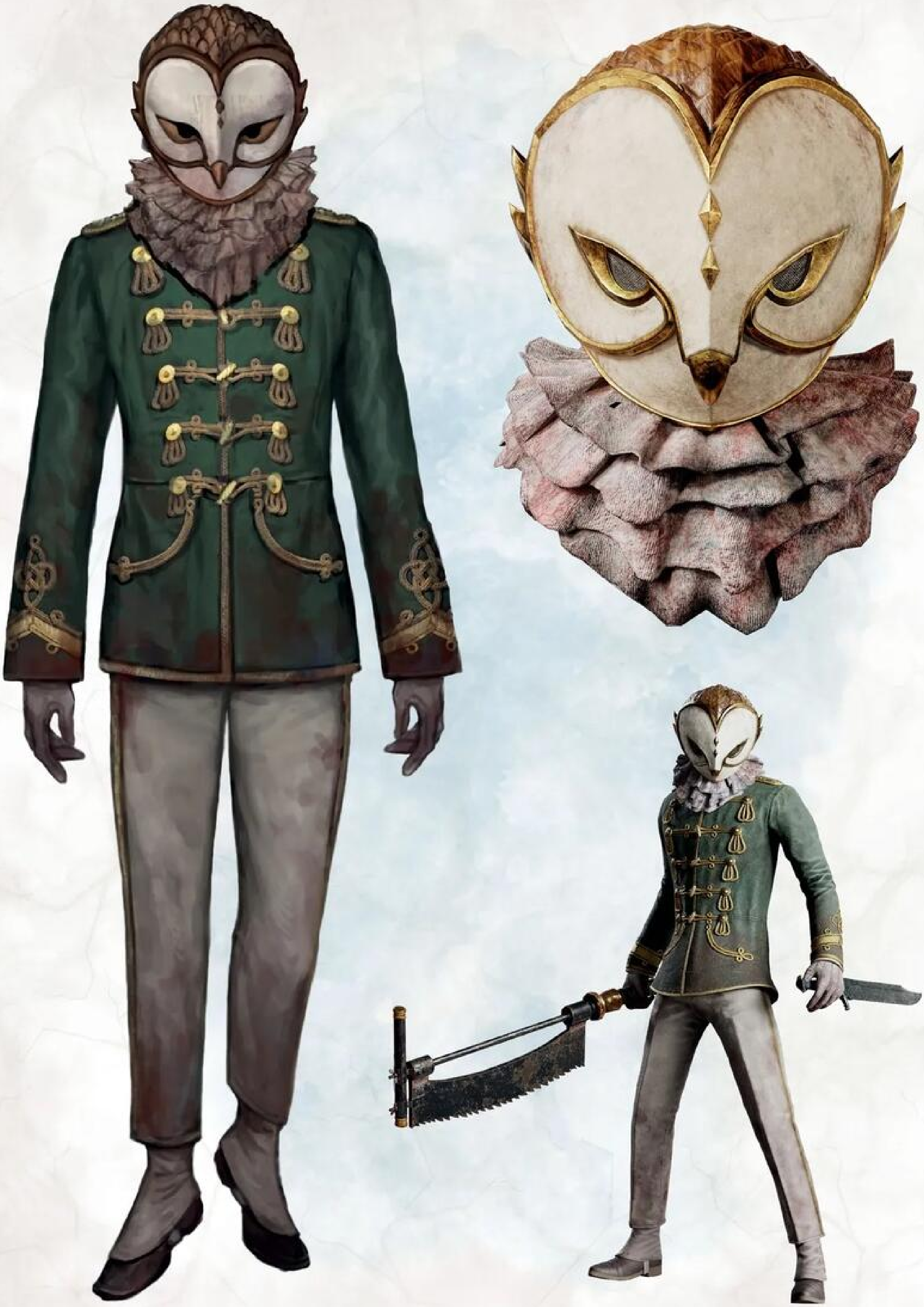




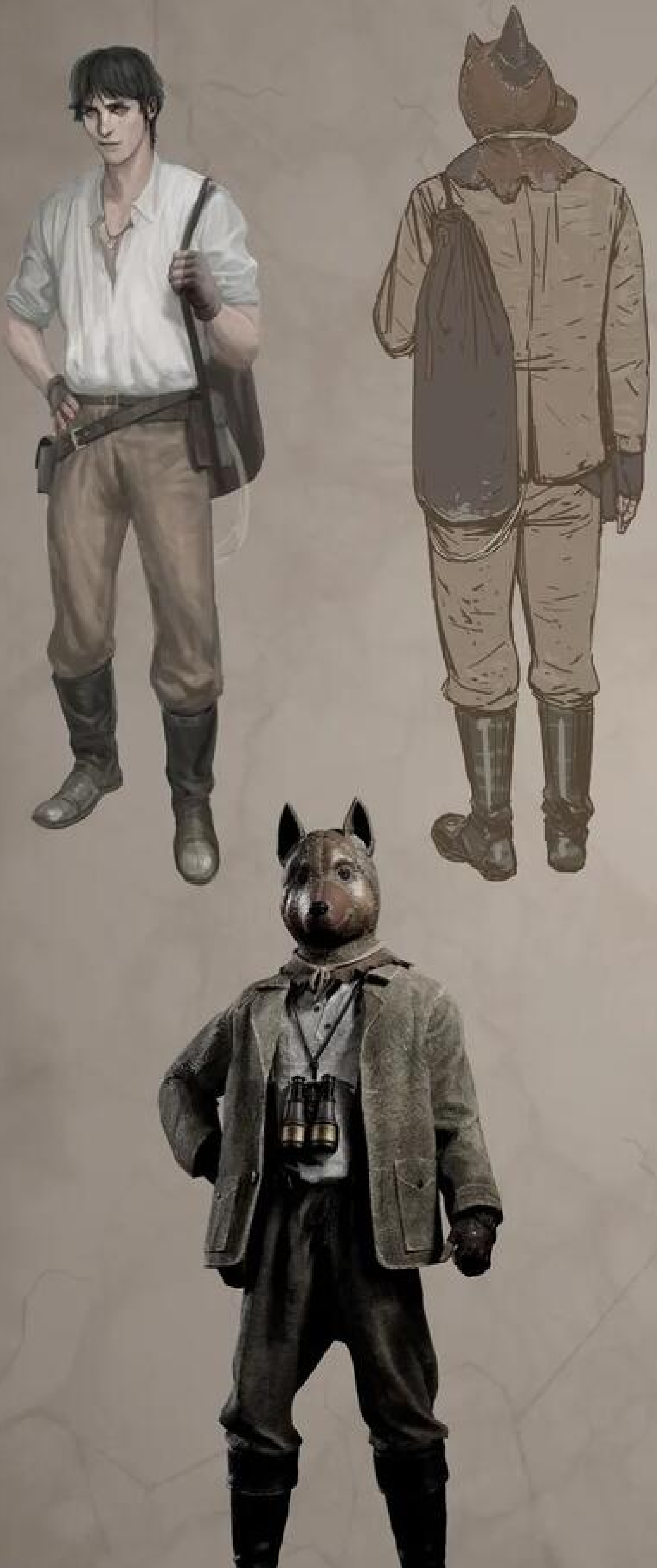


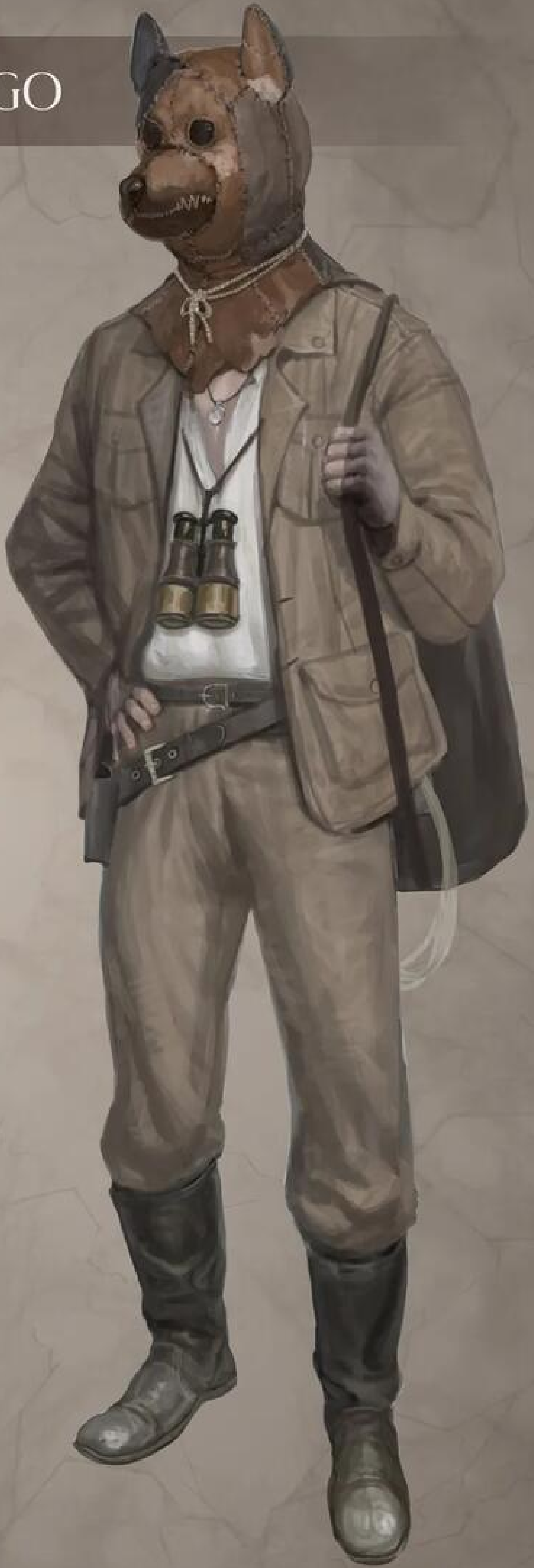


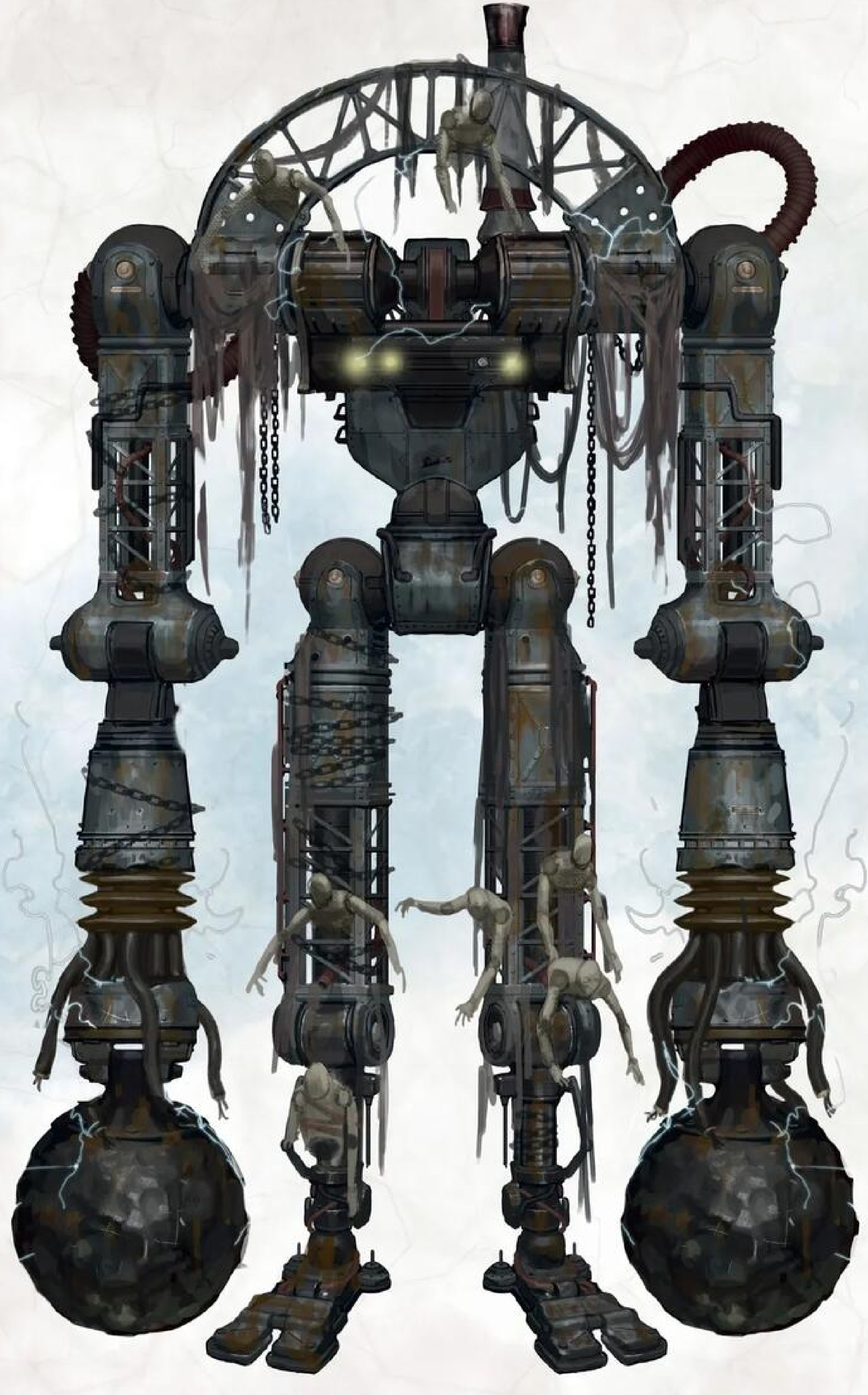


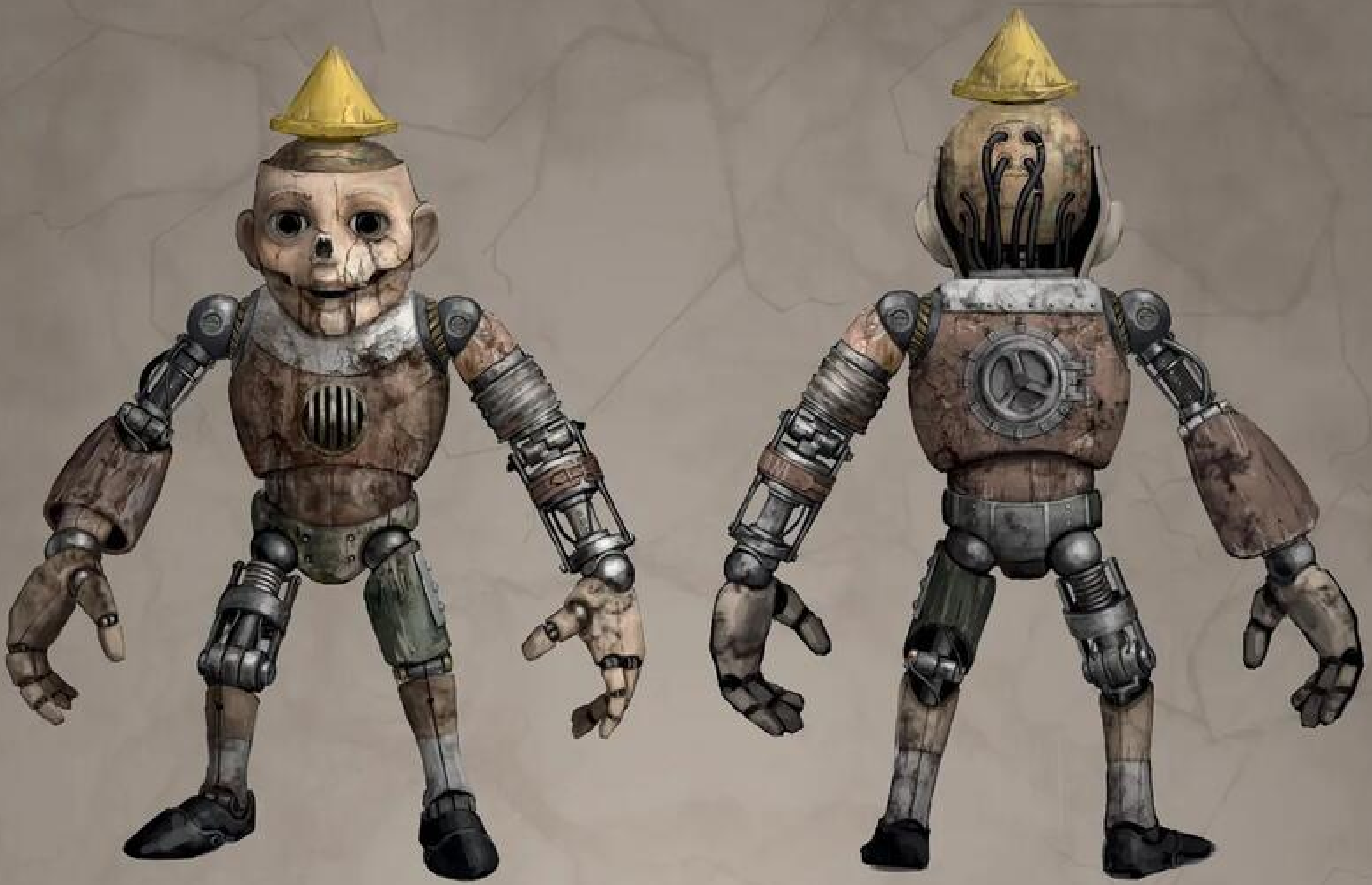


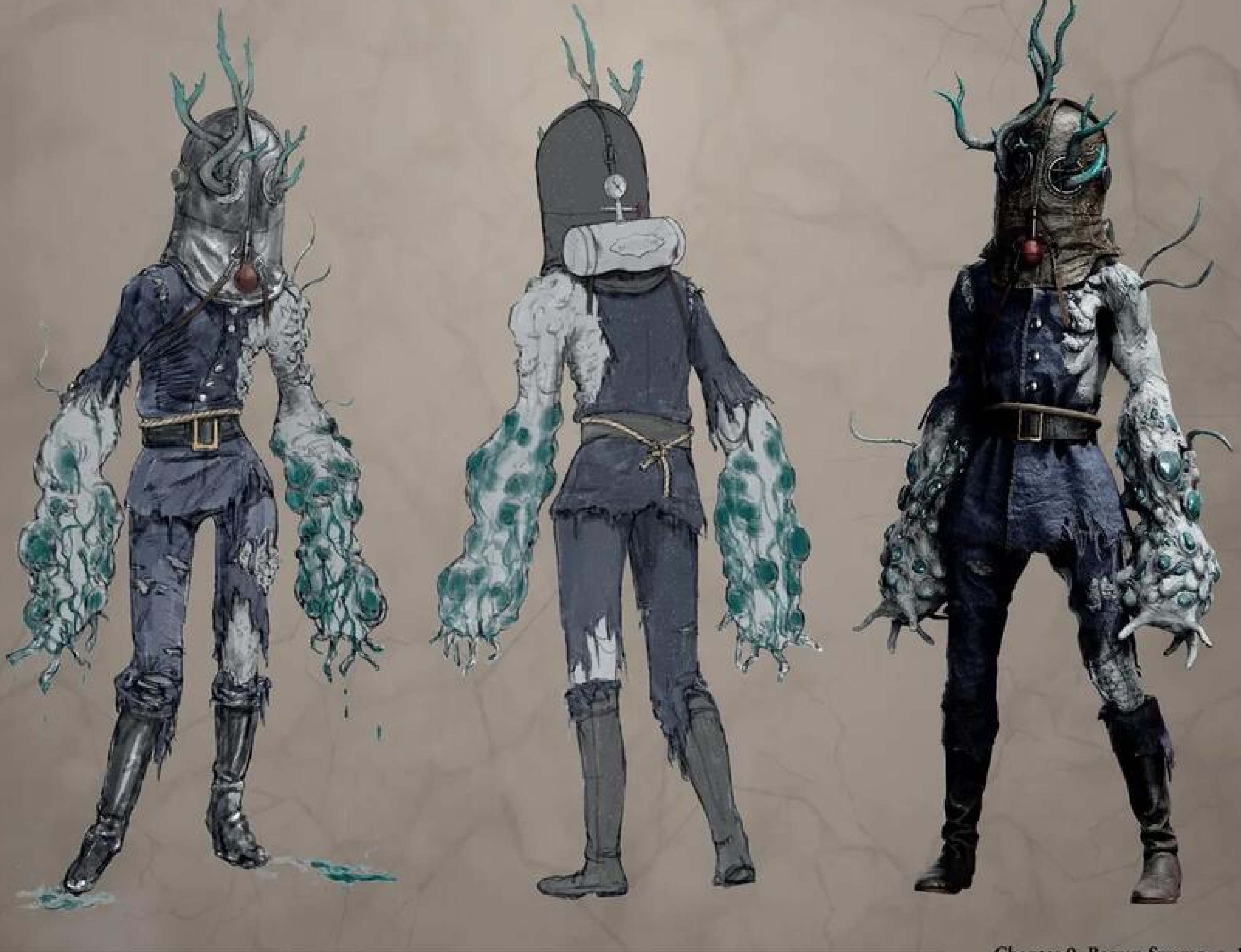
ROOKIE EXPLORER HUGO



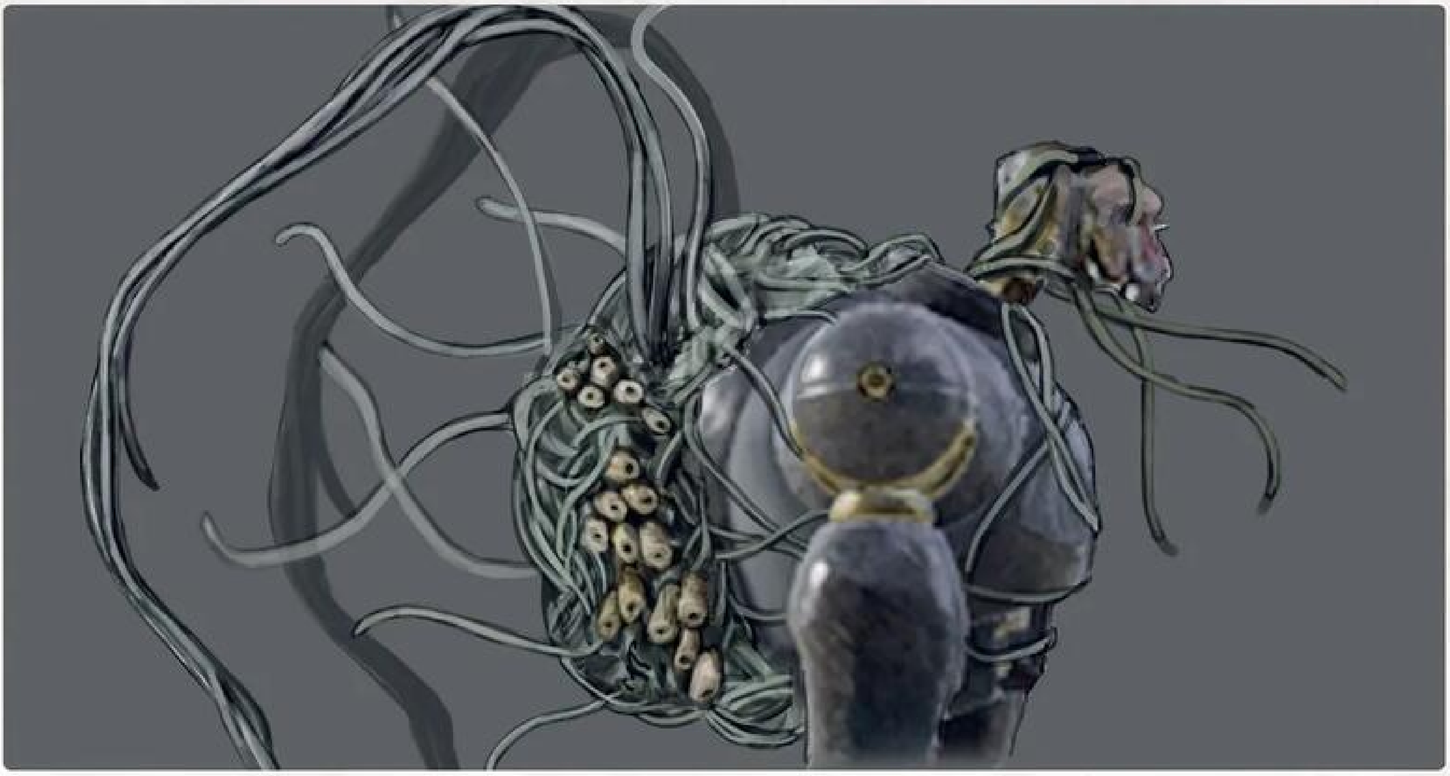


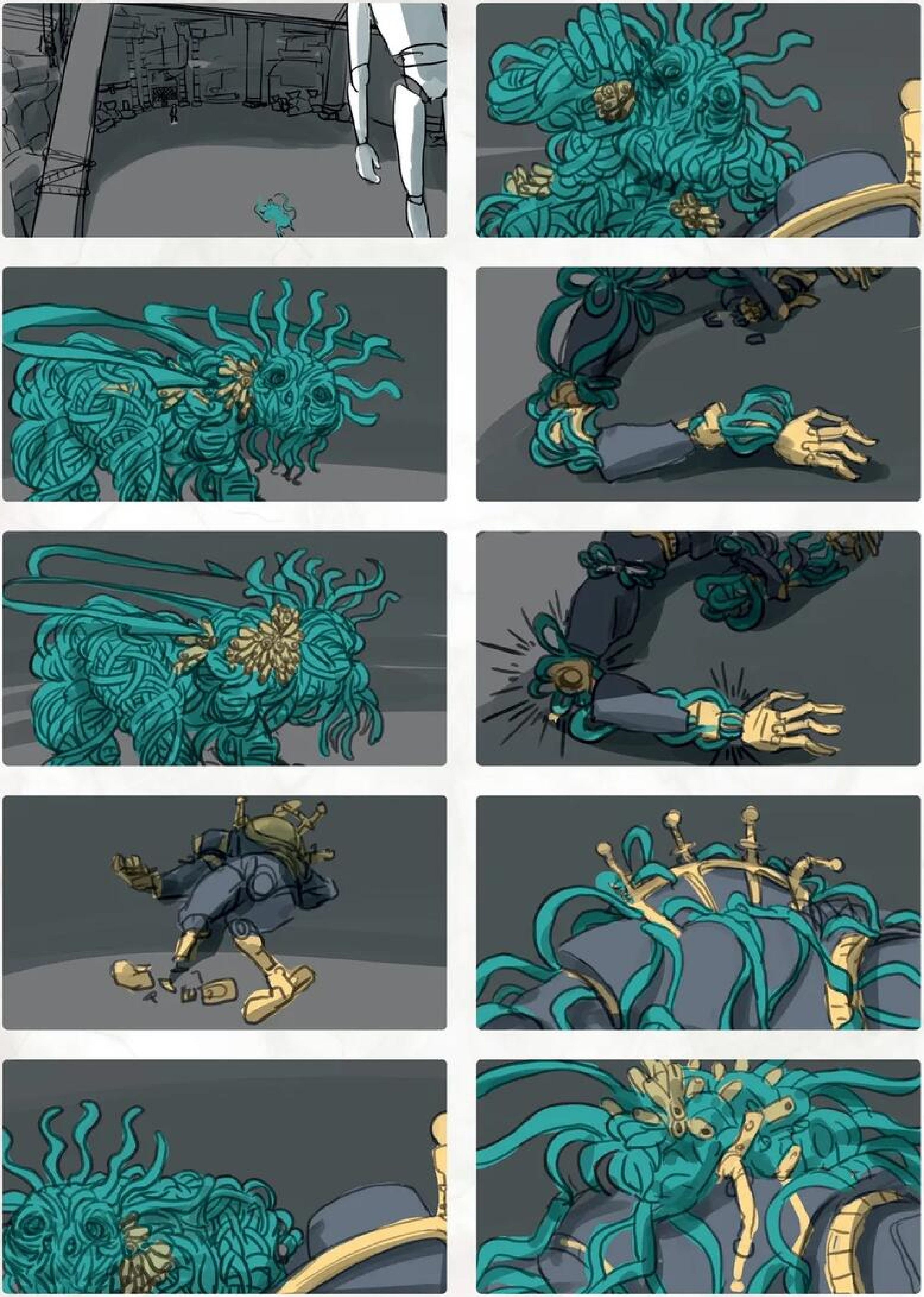


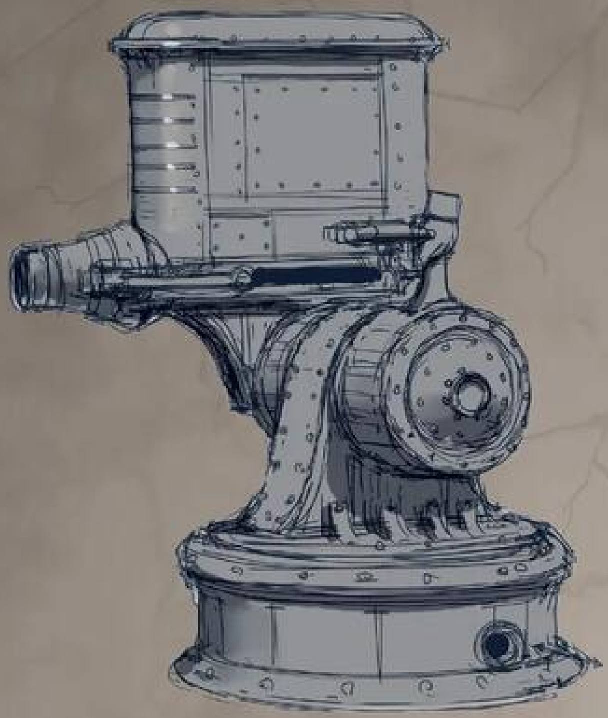


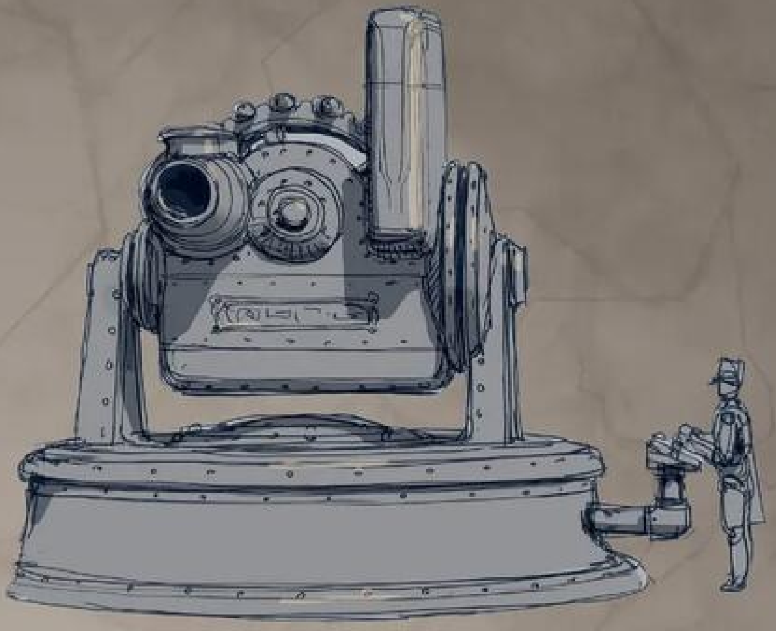


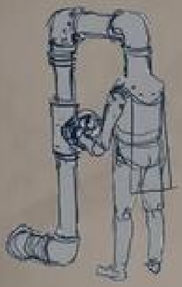
GREEN MONSTER OF THE SWAMP

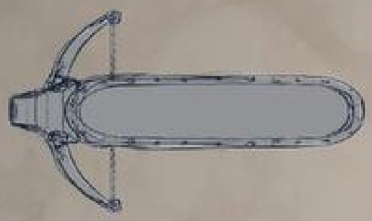


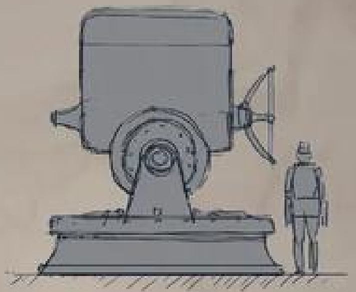


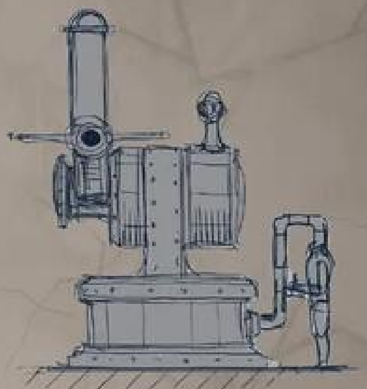












Chapter 10

COLLAPSED STREET

Before the Puppet Frenzy hit the streets of Krat and collapsed the whole system, pushing people into despair, it was a lively place where the workshop and headquarters of the Stalkers was located. Now with the unknown minerals rising from the ground, the streets of Krat have completely crumbled into rubble.

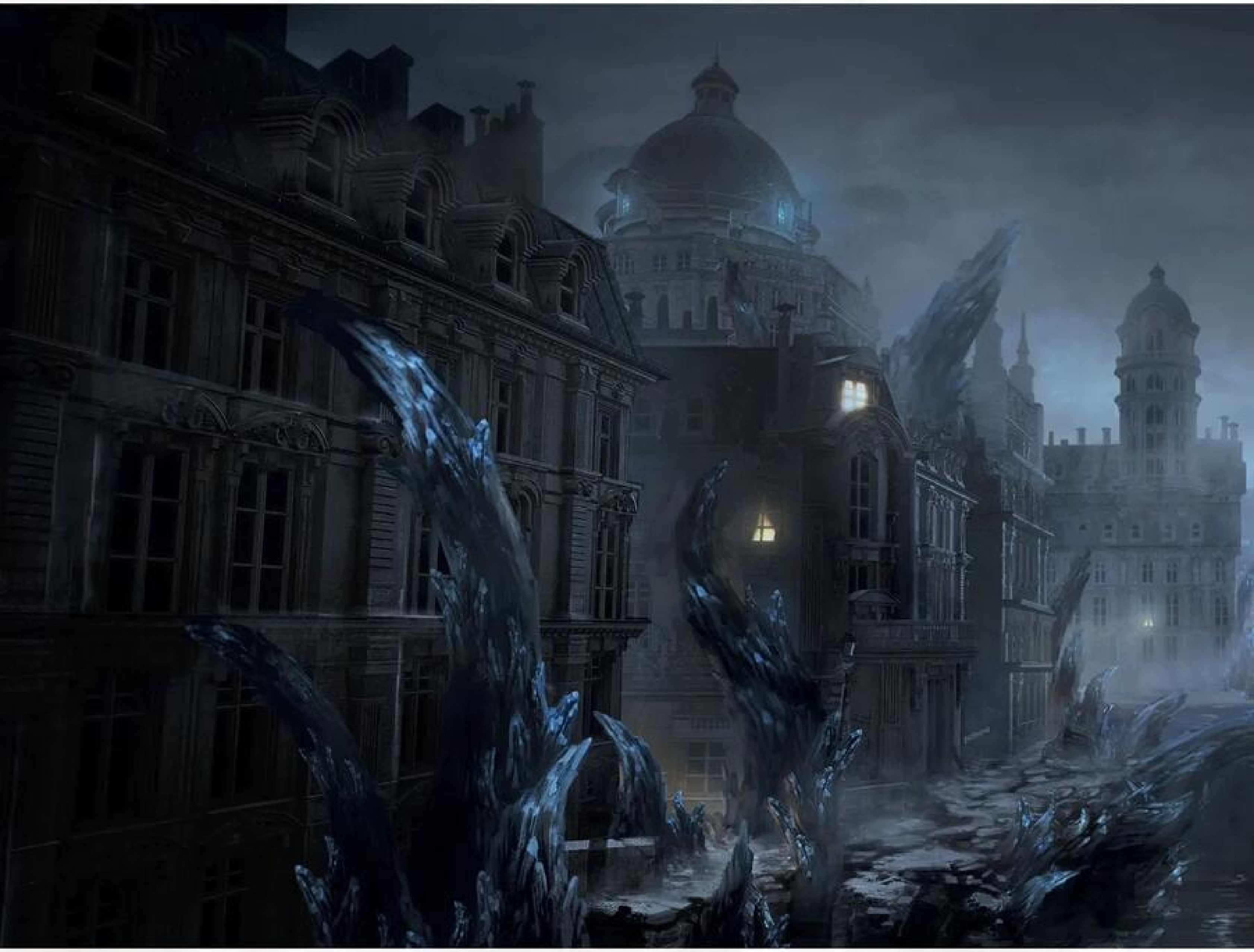
The train station where Geppetto's puppet first opened its eyes once again welcomes the players—but to a completely different space that has transformed like the city of Krat. Each element was carefully arranged to intensify every moment and show the abrupt change of the situation as if doomsday is imminent.

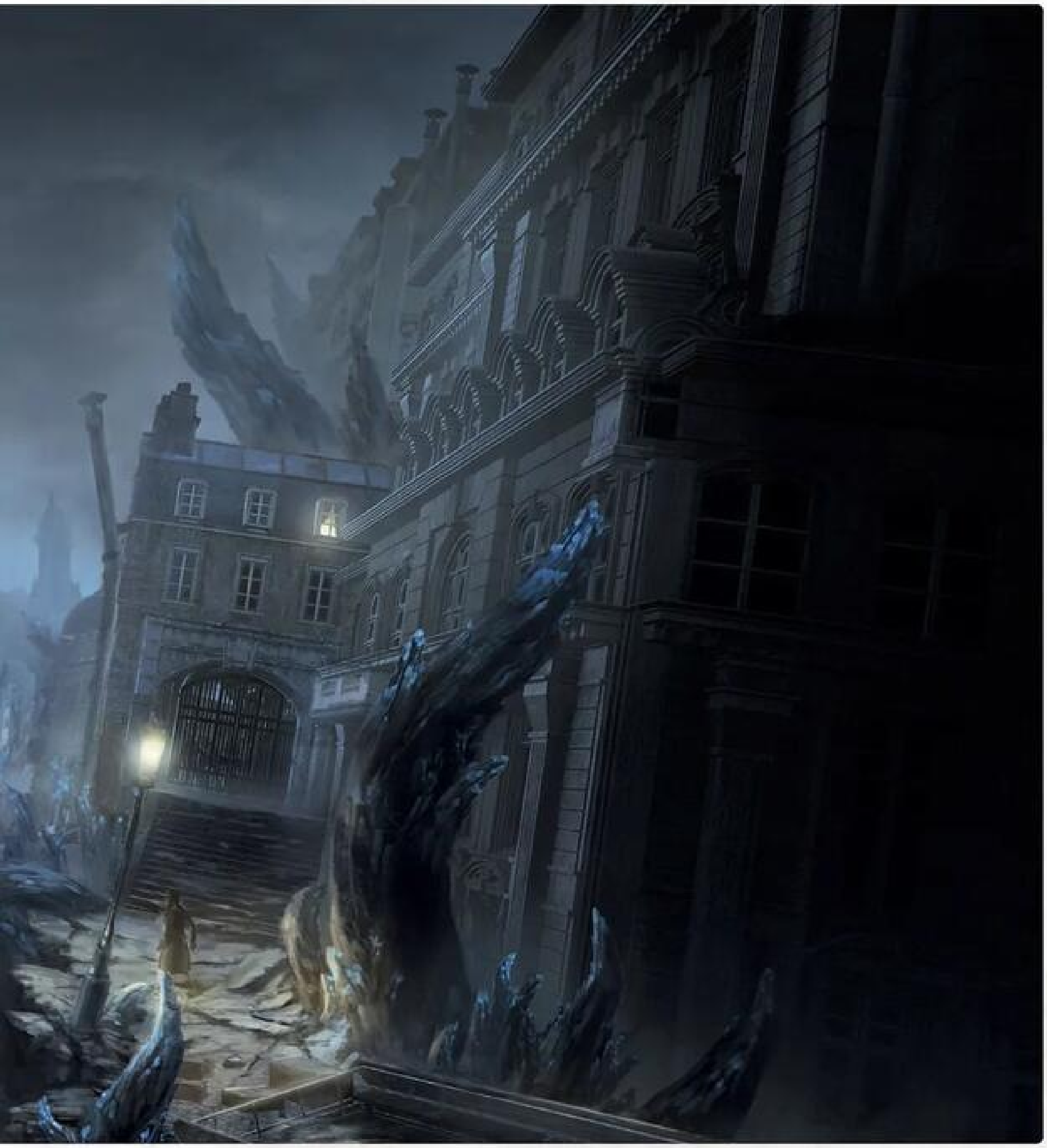
What has happened to our Parade Master?

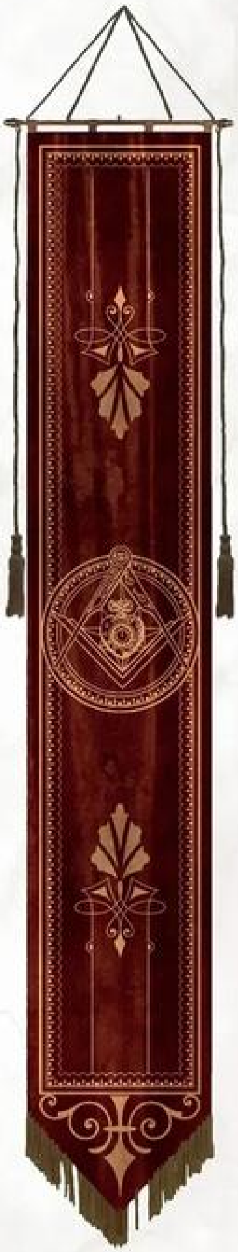
Has Krat really reached the point of no return?

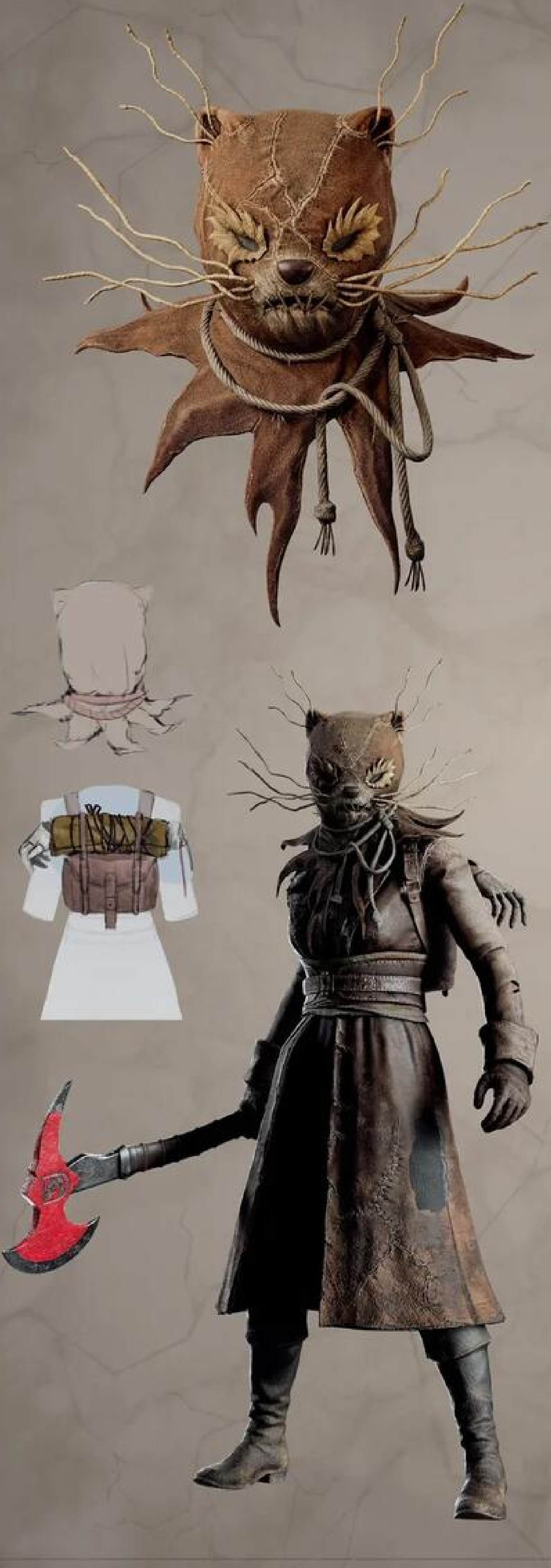
Will Krat sink into the abyss and disappear into the depths of Ergo?

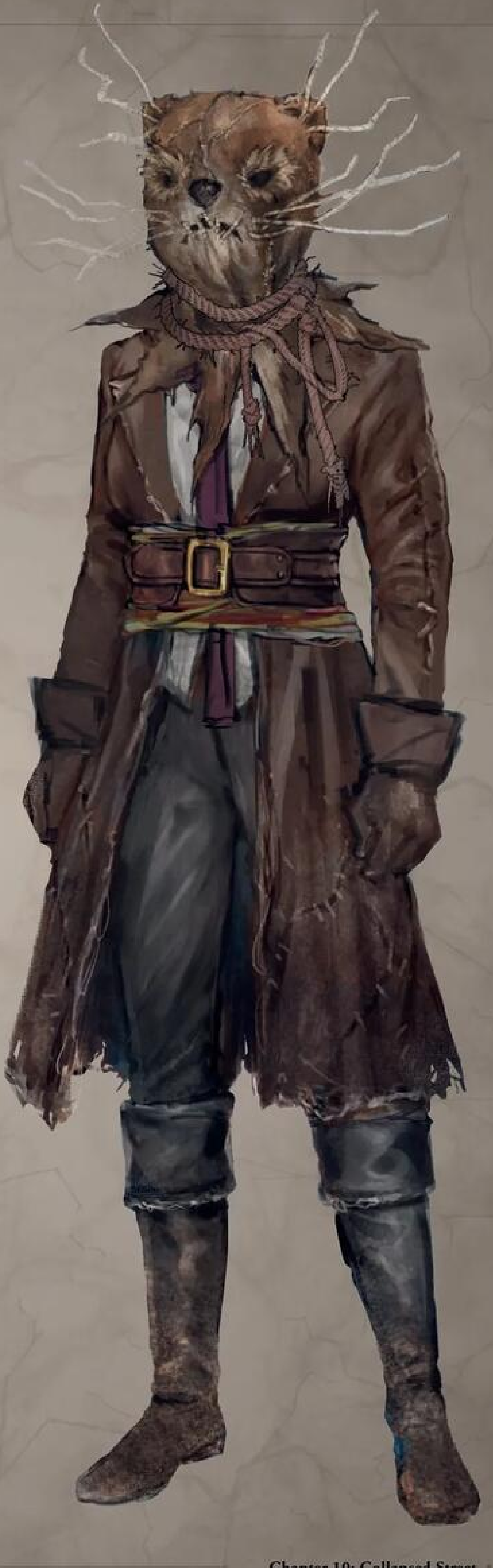
You, puppet of Geppetto, are the only one who holds the key to the answer.

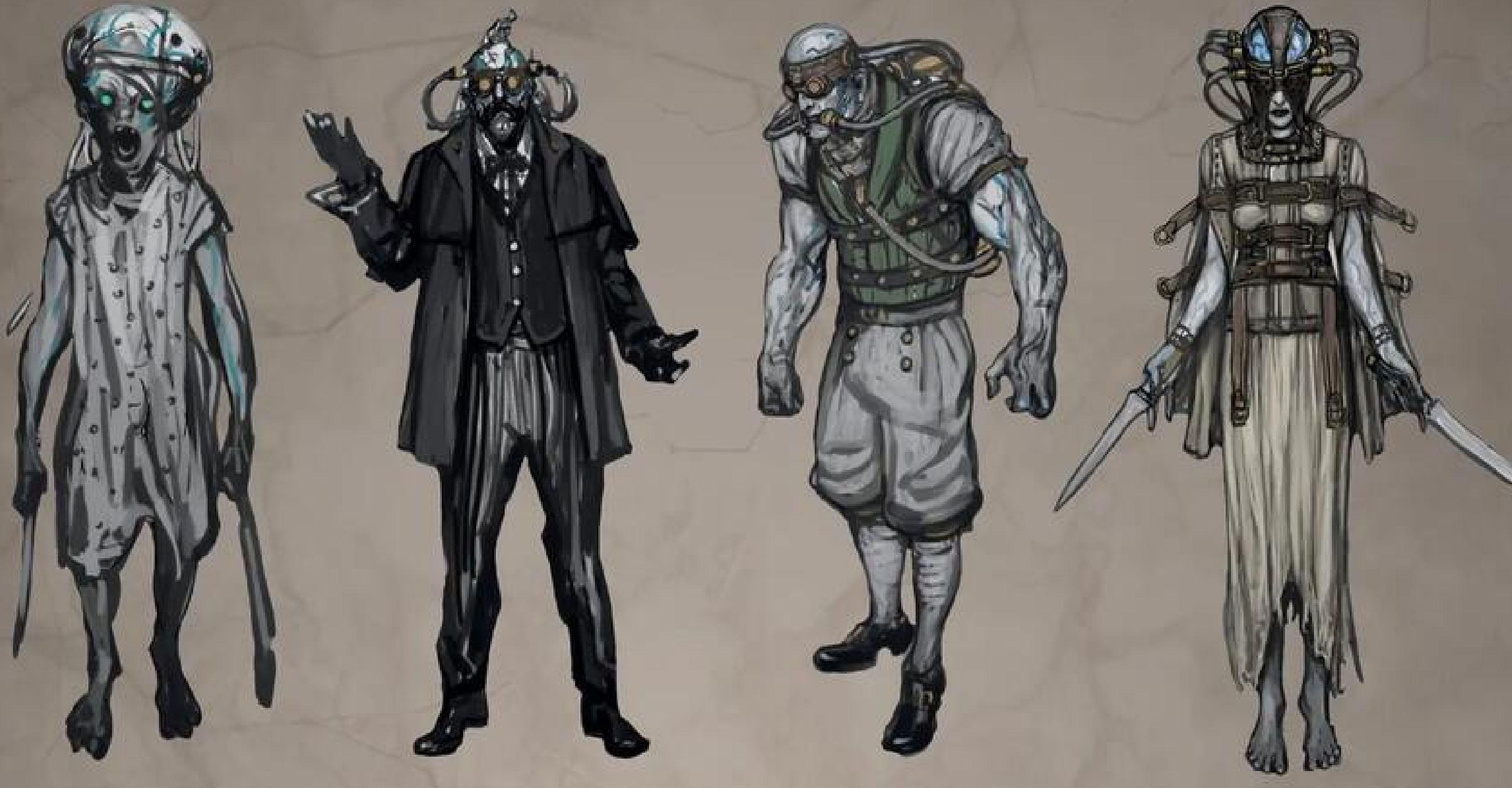


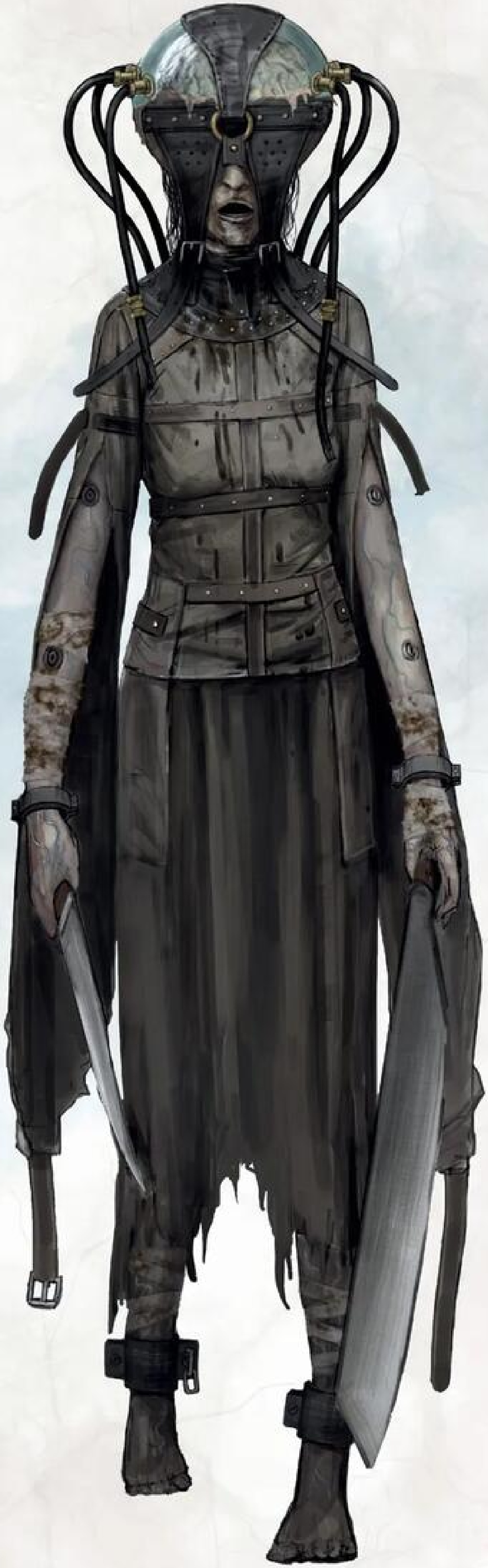


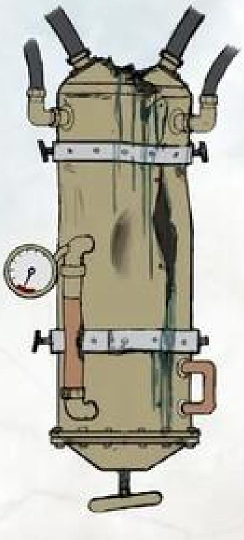


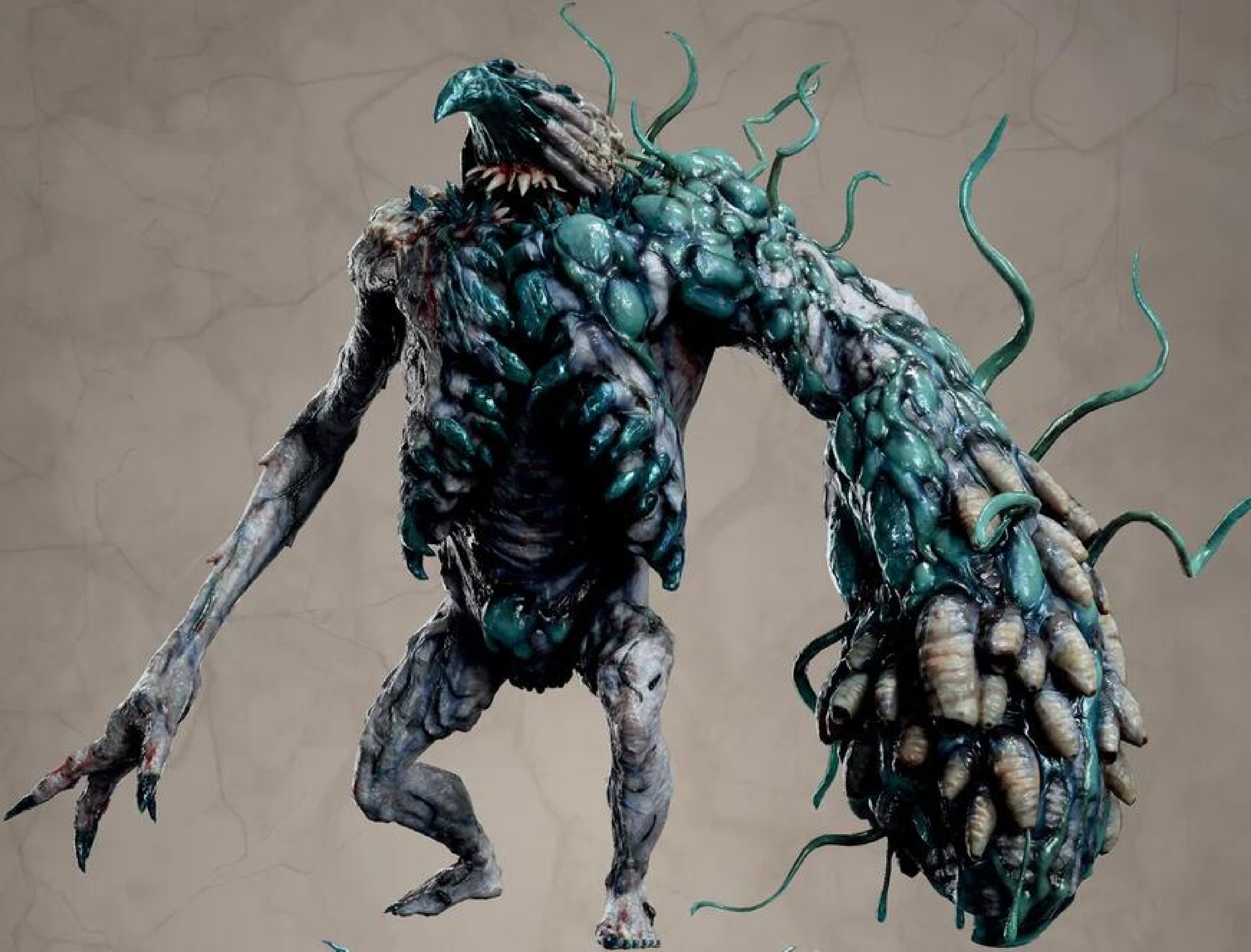


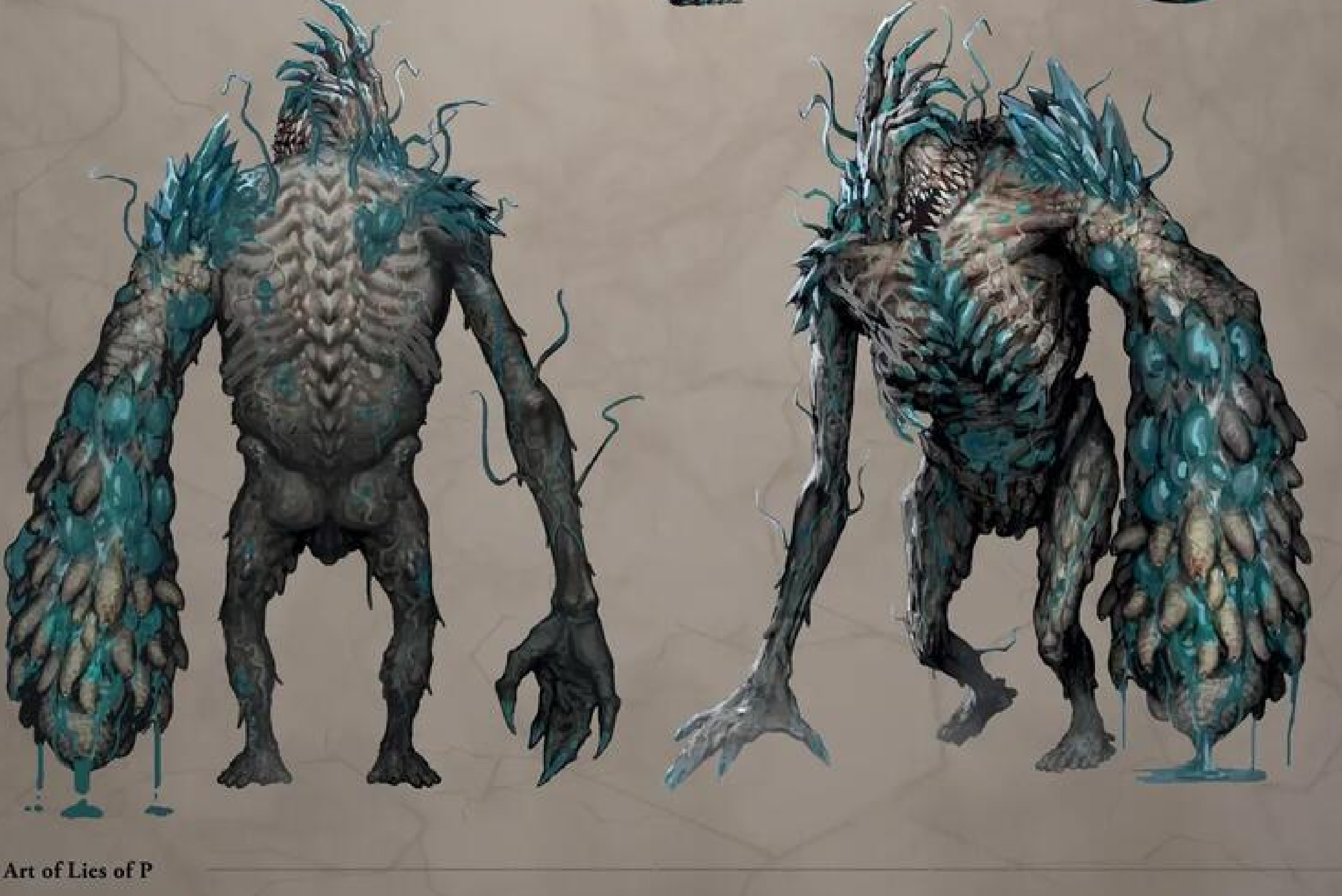


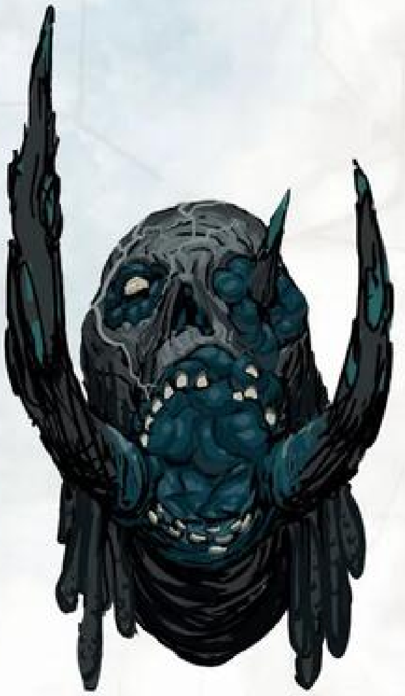


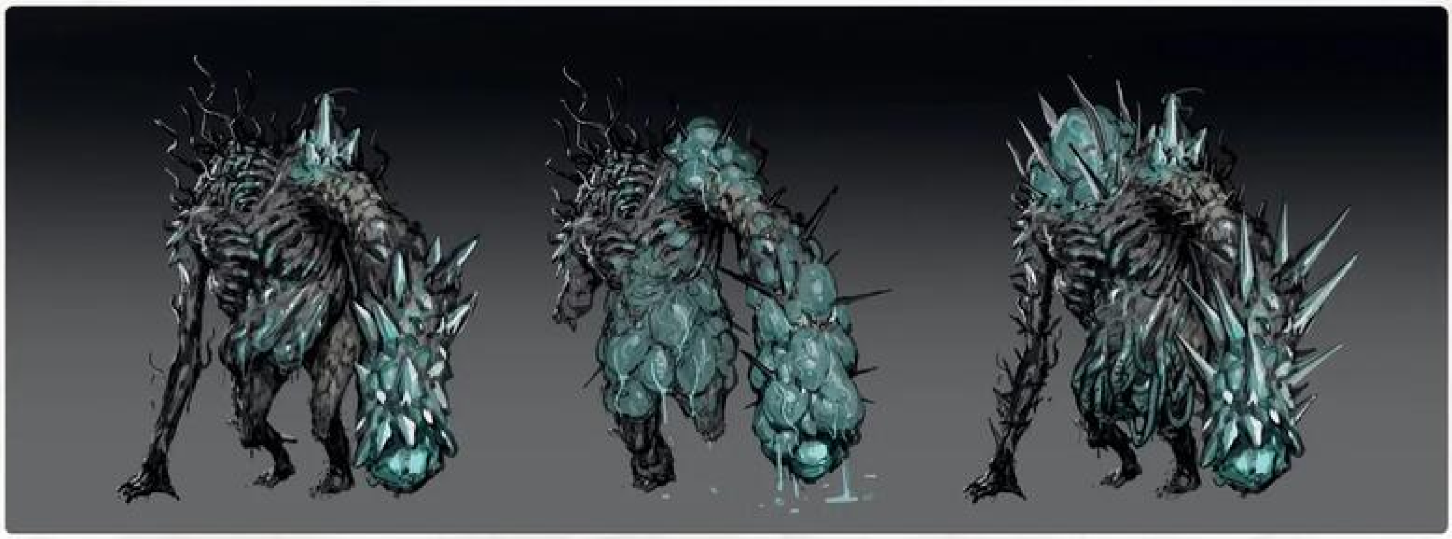


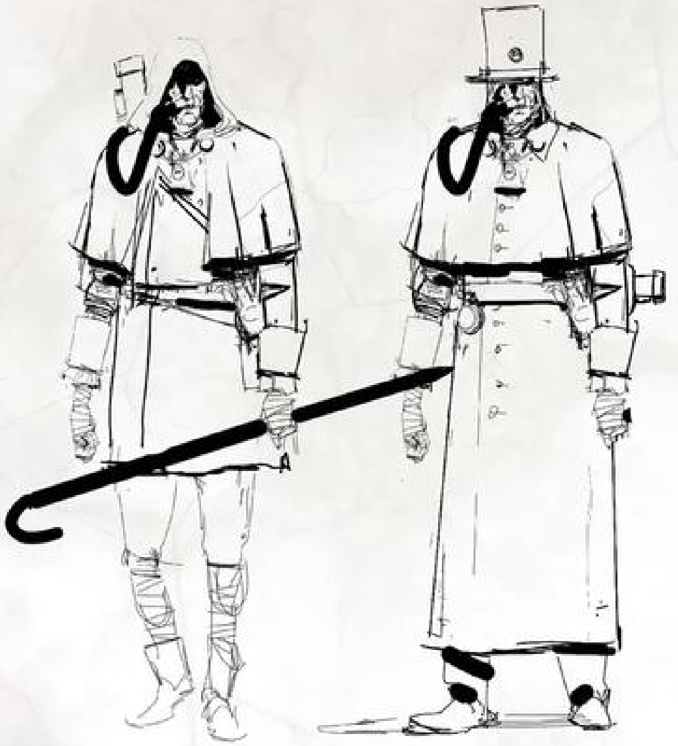


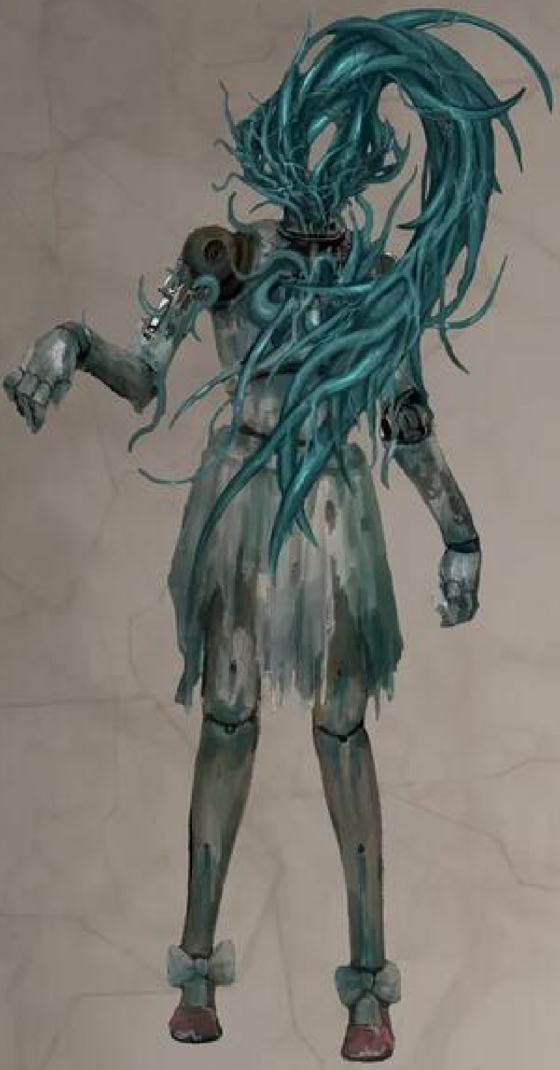


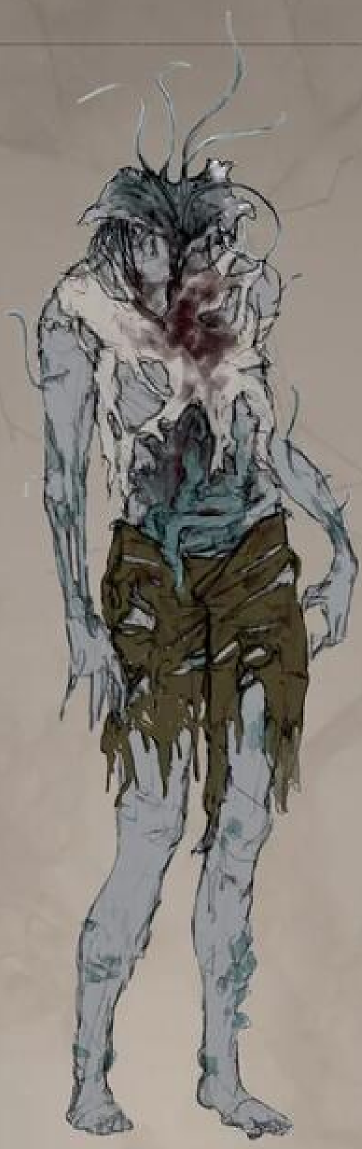


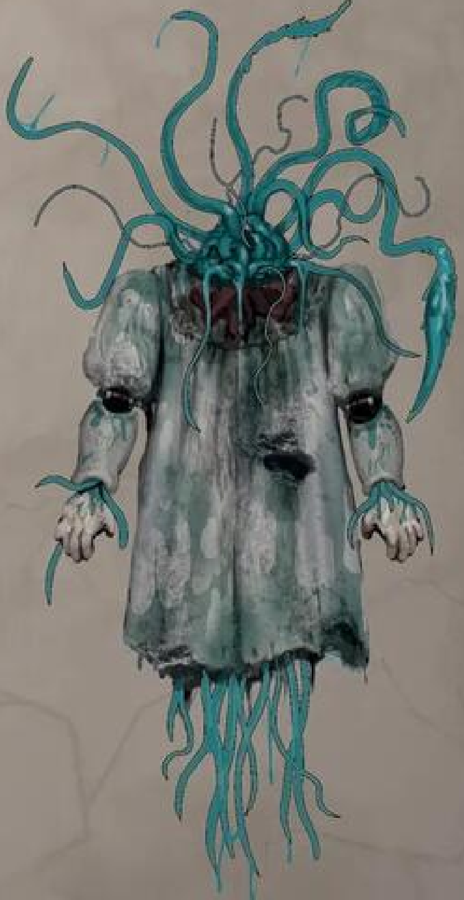


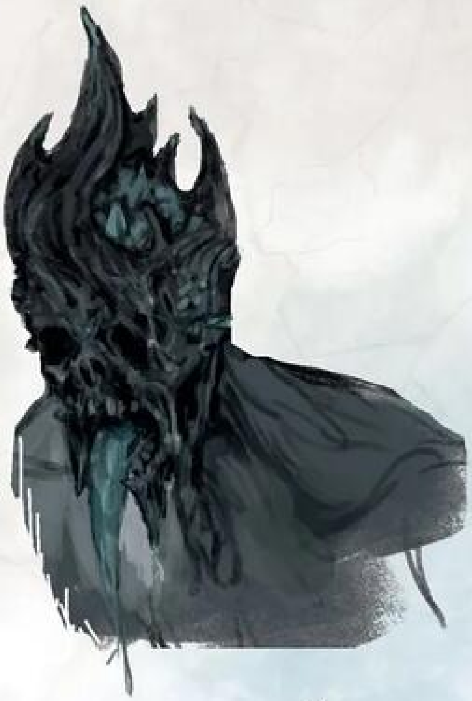


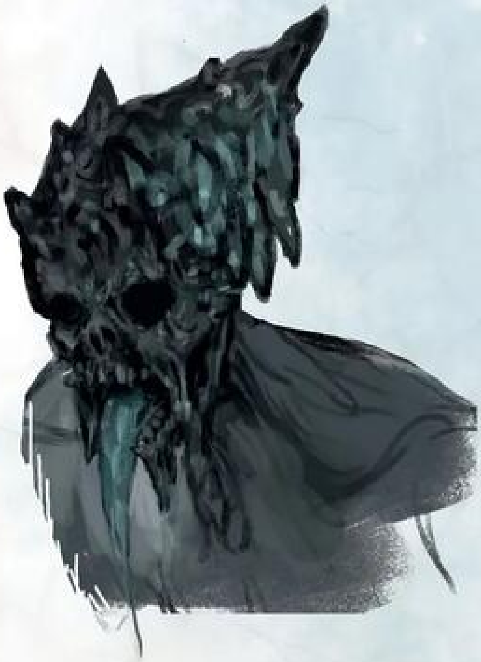


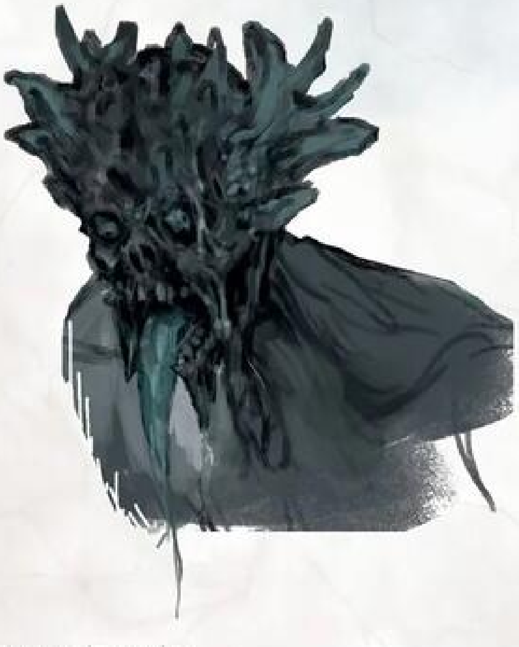


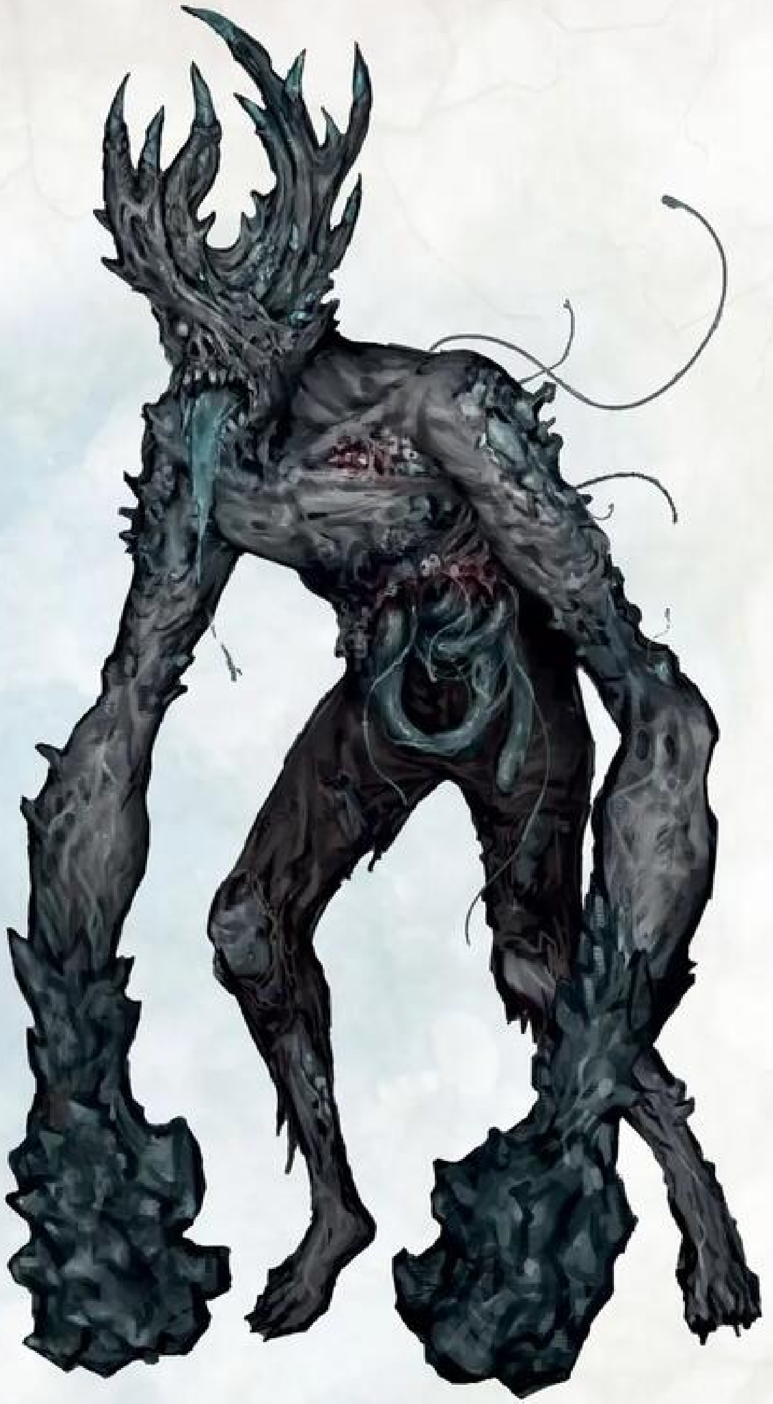


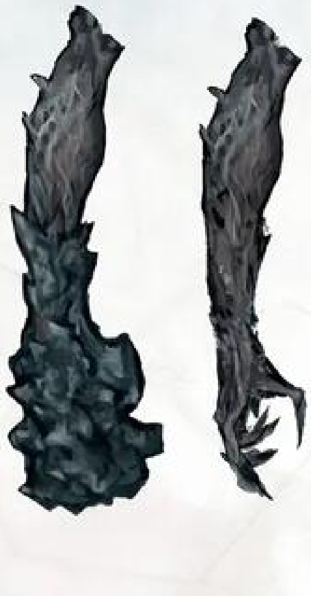


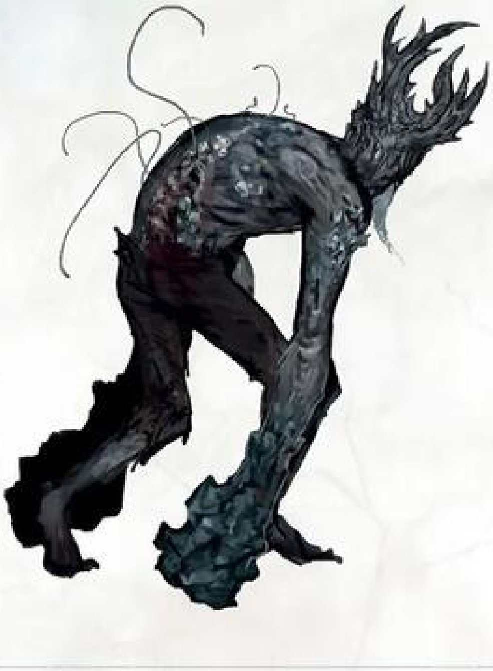


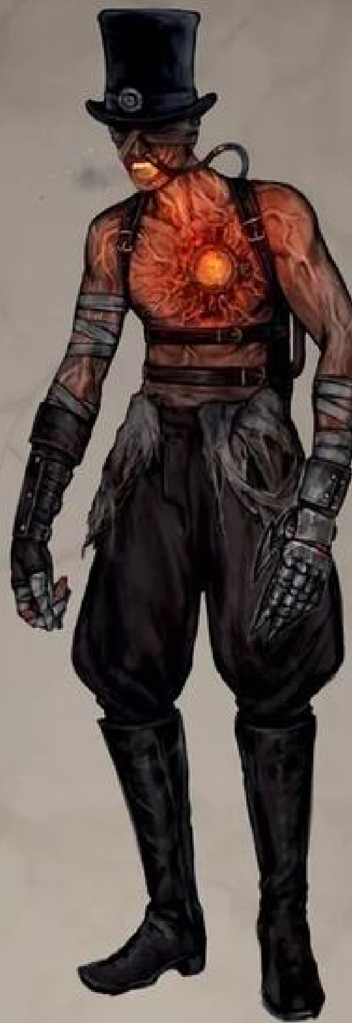


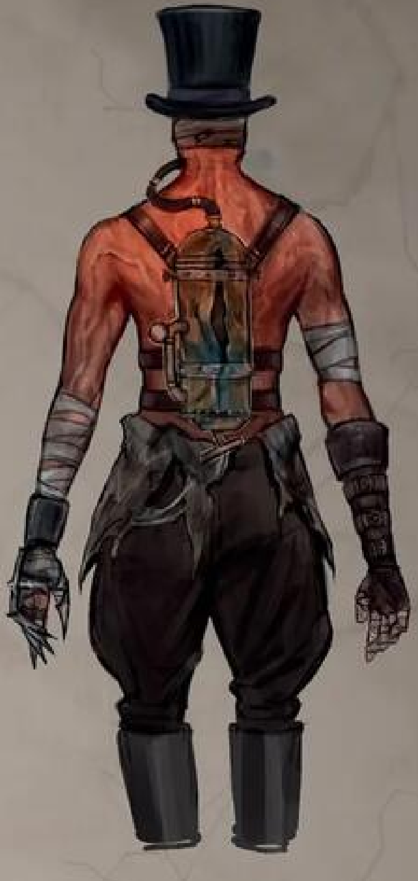




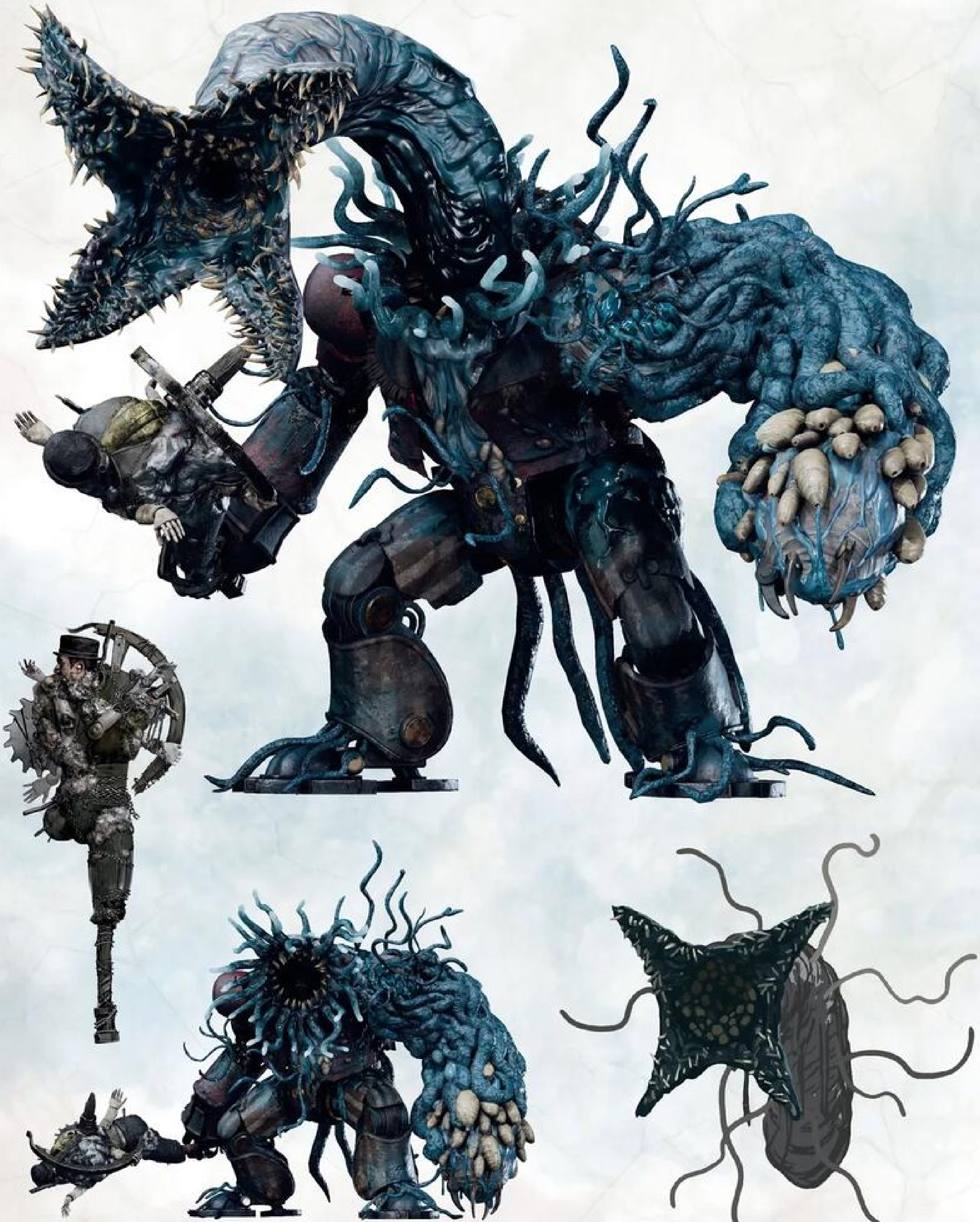


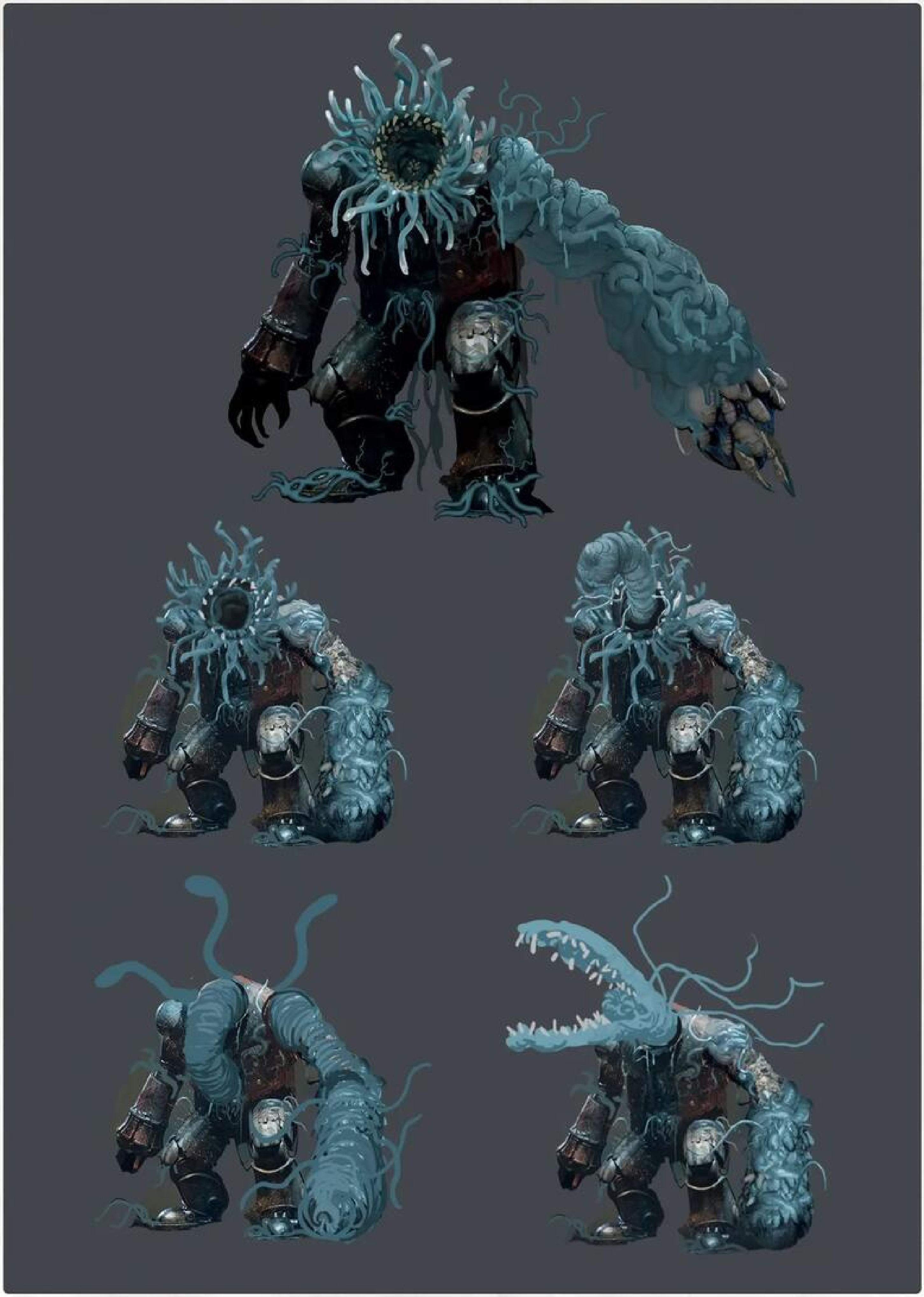


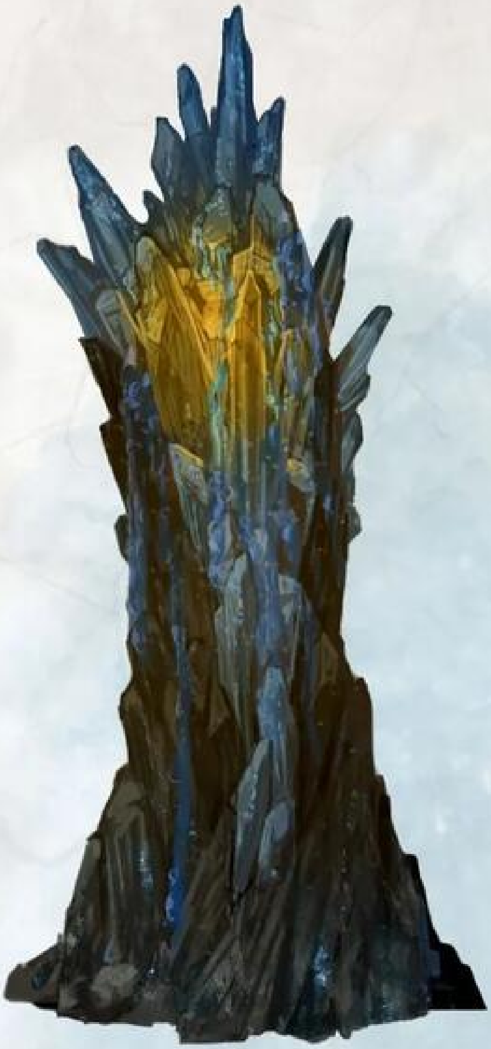


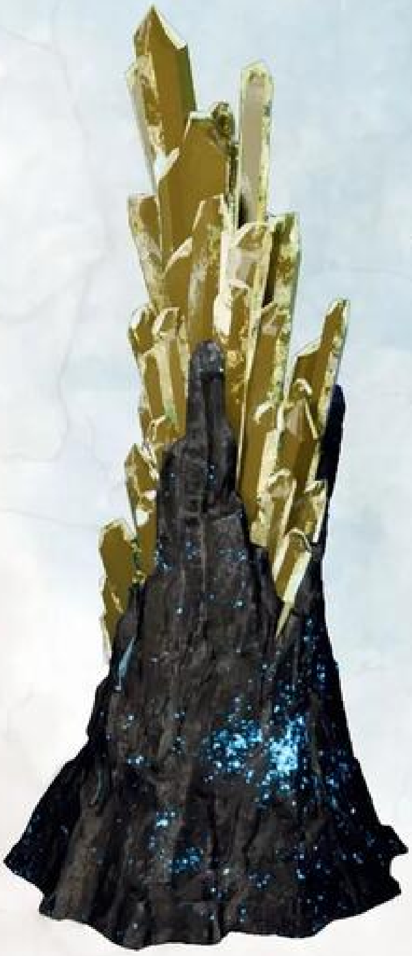


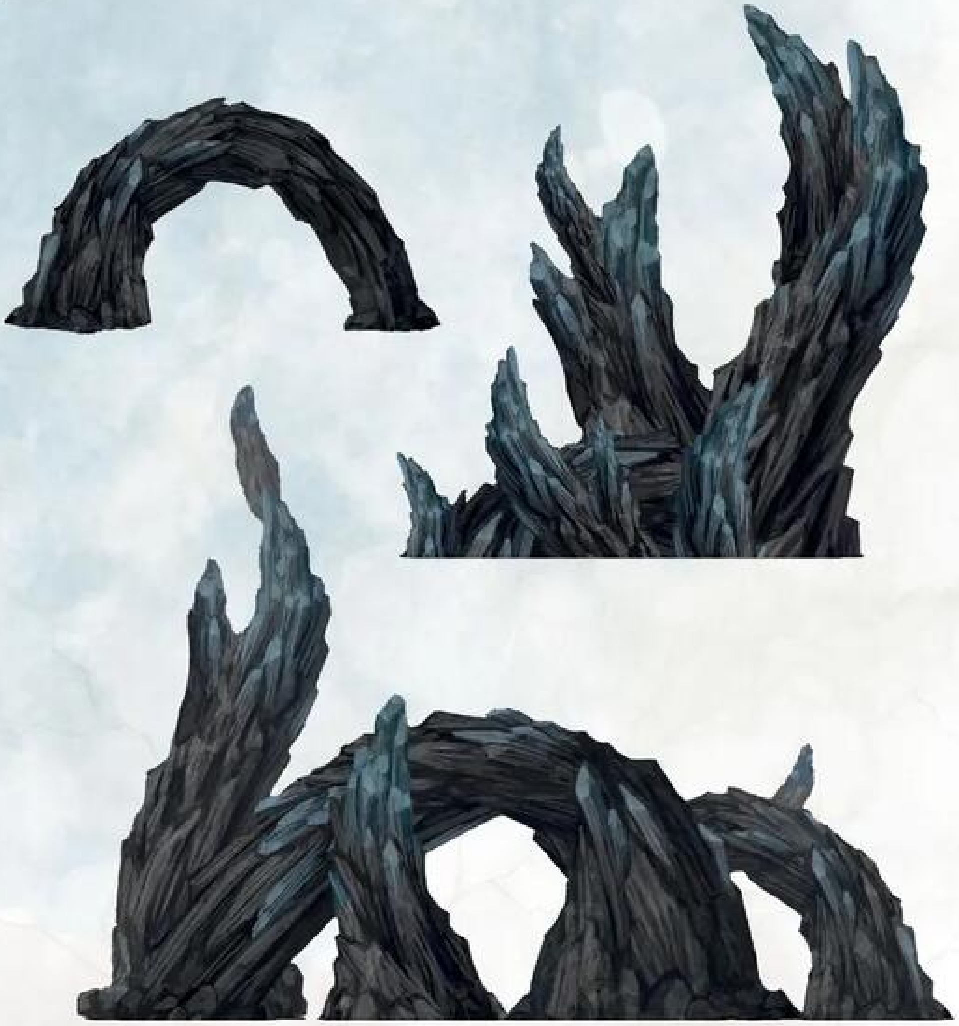
CORRUPTED PARADE MASTER

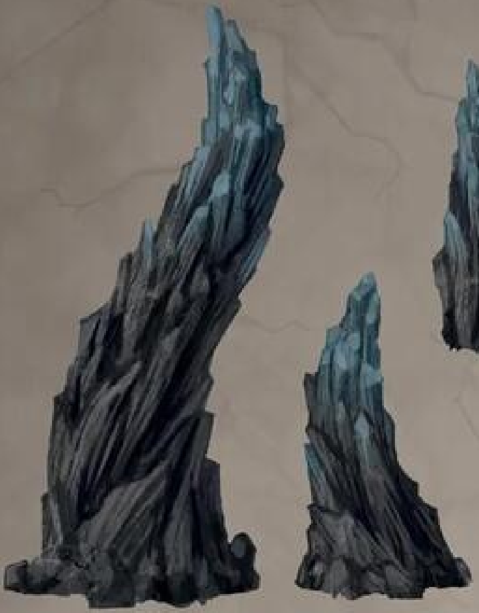


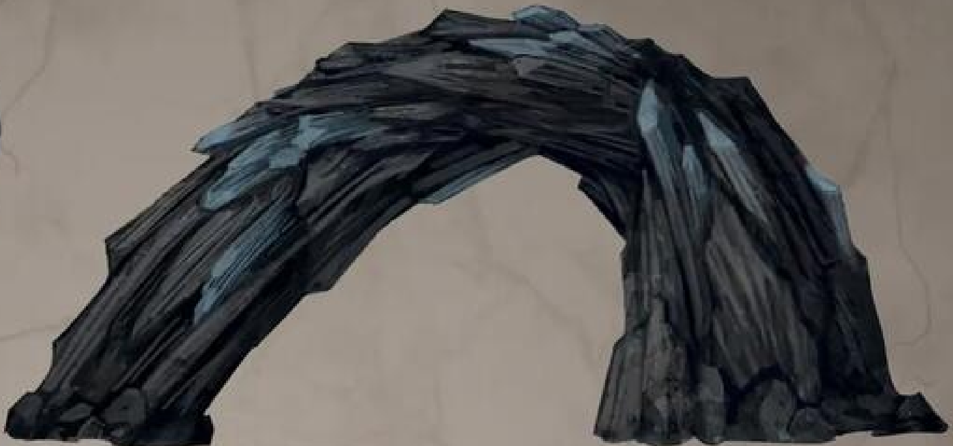


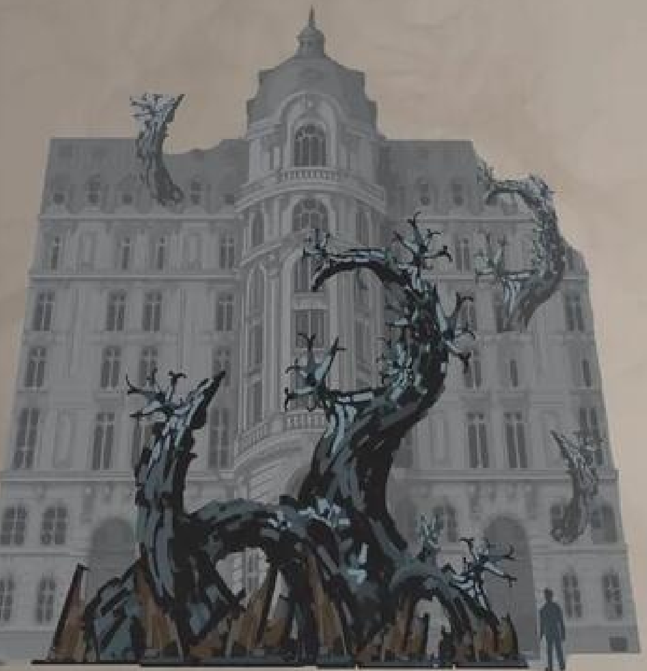


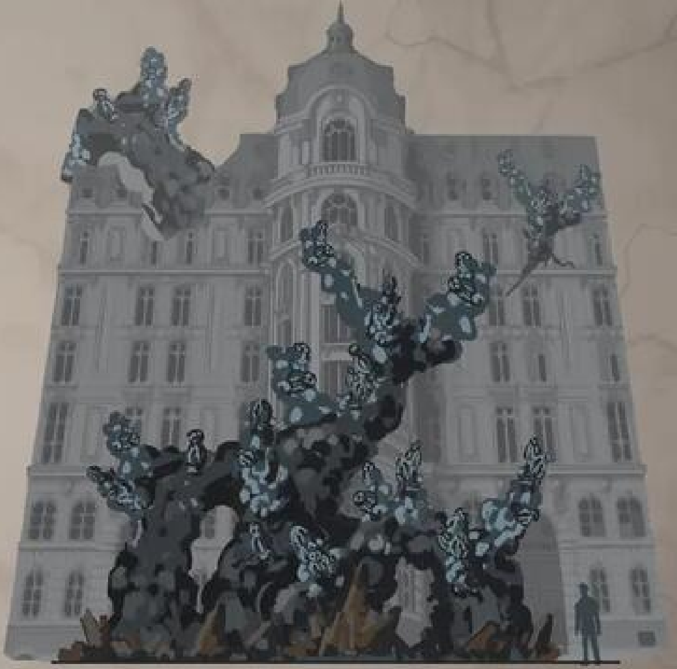


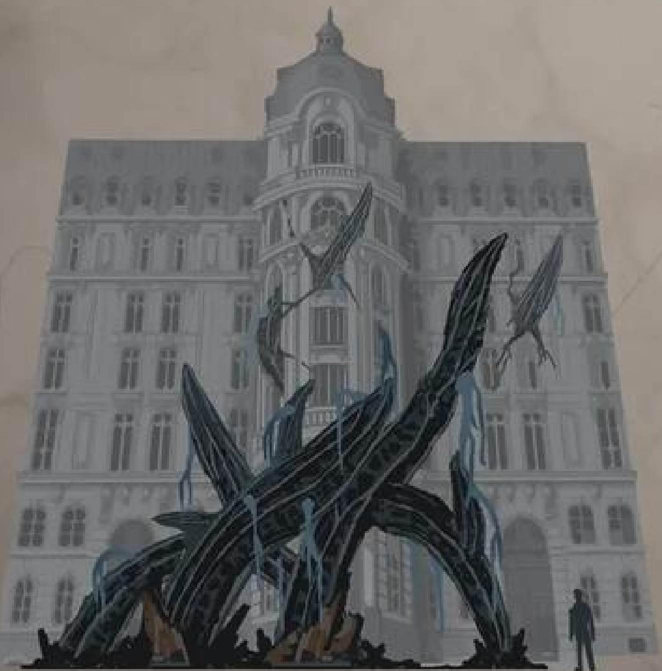


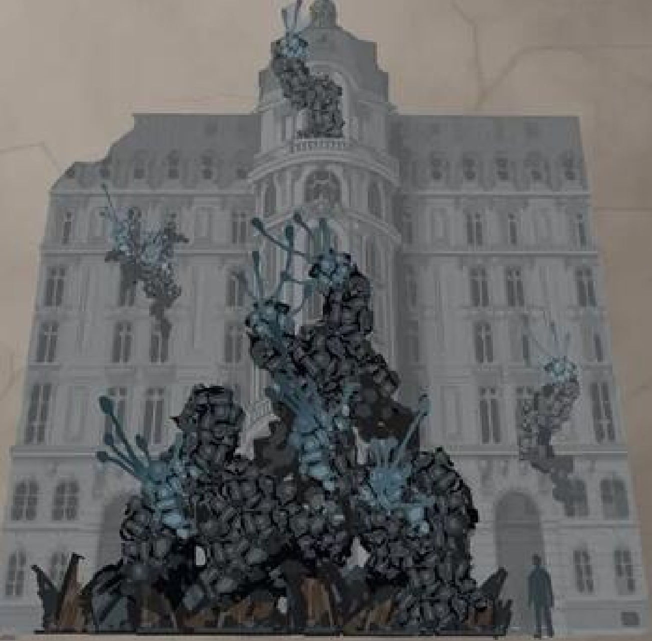












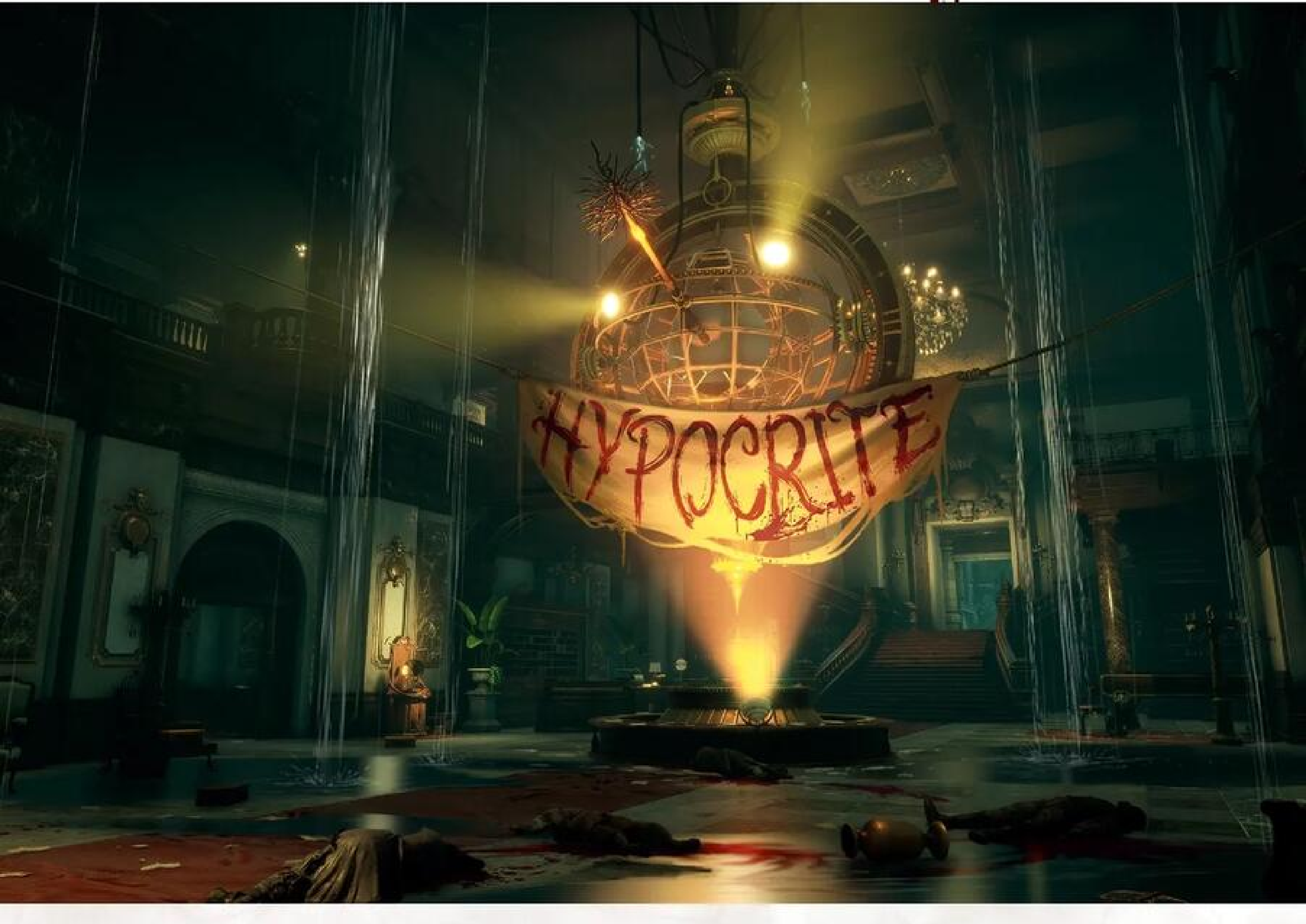
Chapter 11

ATTACKED HOTEL KRAT

Who would've thought the safest place in the city, our sanctuary, would be destroyed?

The fire that had warmed the place is out, and every corner of the hotel has been vandalized by cruel figures. Upon stepping into the hotel, players are immediately hit by the visual difference and consumed by an air of concern, loss, and unease. As they walk through Hotel Krat, how and why this haven was scarred will be slowly revealed.

In this chapter, you will finally face the last secrets of Hotel Krat that have been discreetly hidden in the dusky corner. As this opens up a new path, the hotel is no longer a hub but rather becomes the gateway itself that leads to the uncharted area where the final act of *Lies of P* awaits.



VENIGNI
A new Era
with Venigni

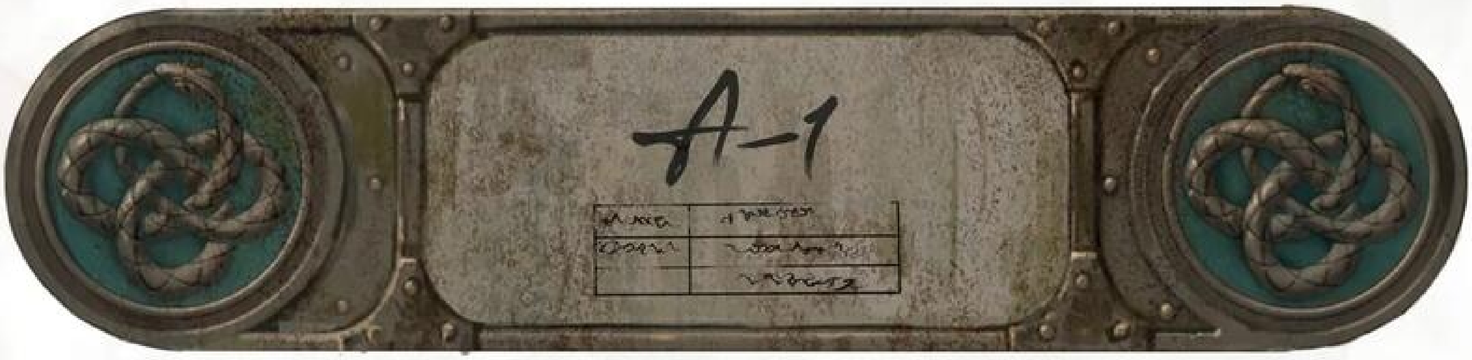
Chapter 12

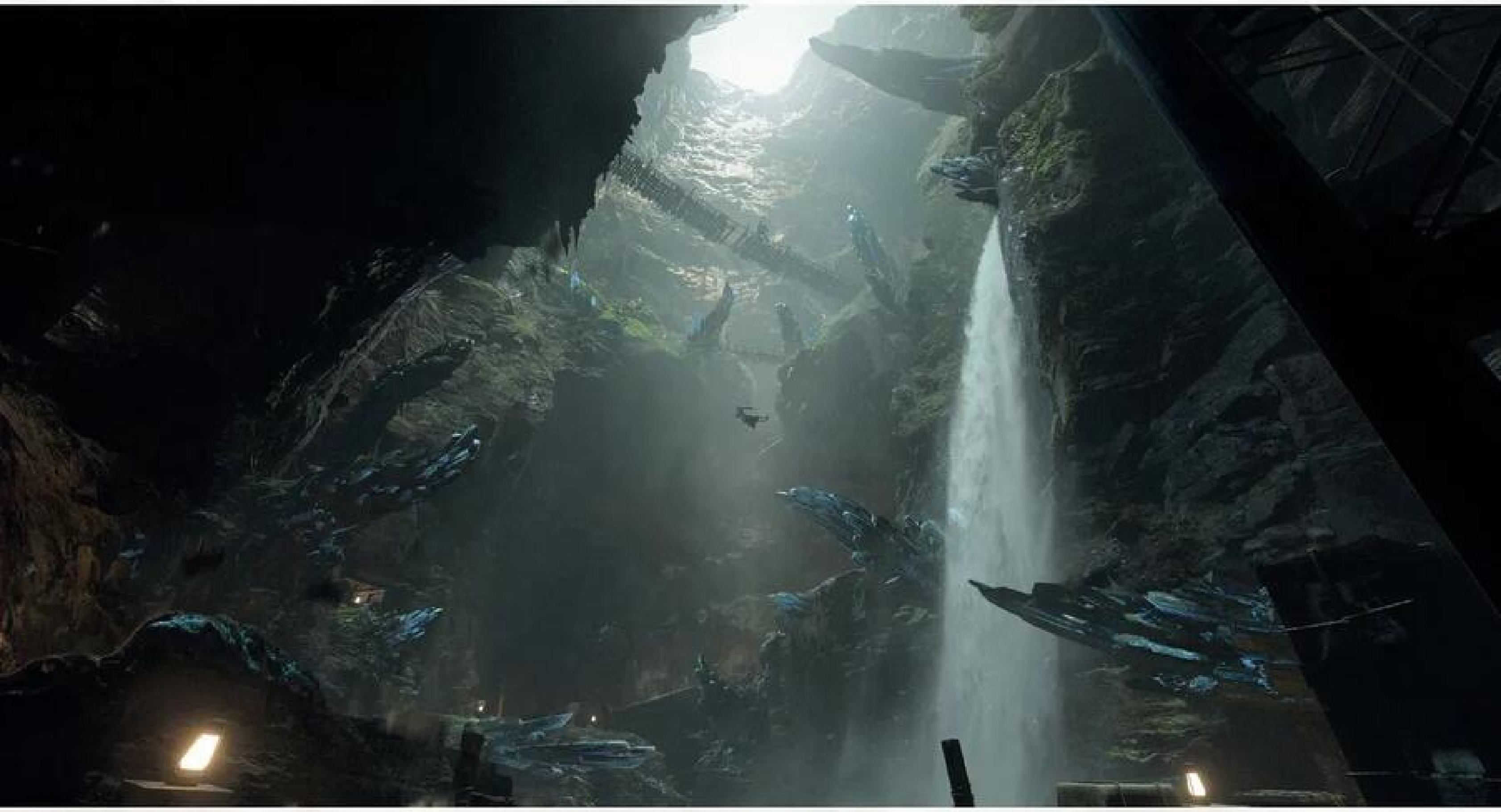
RELIC OF TRISMEGISTUS

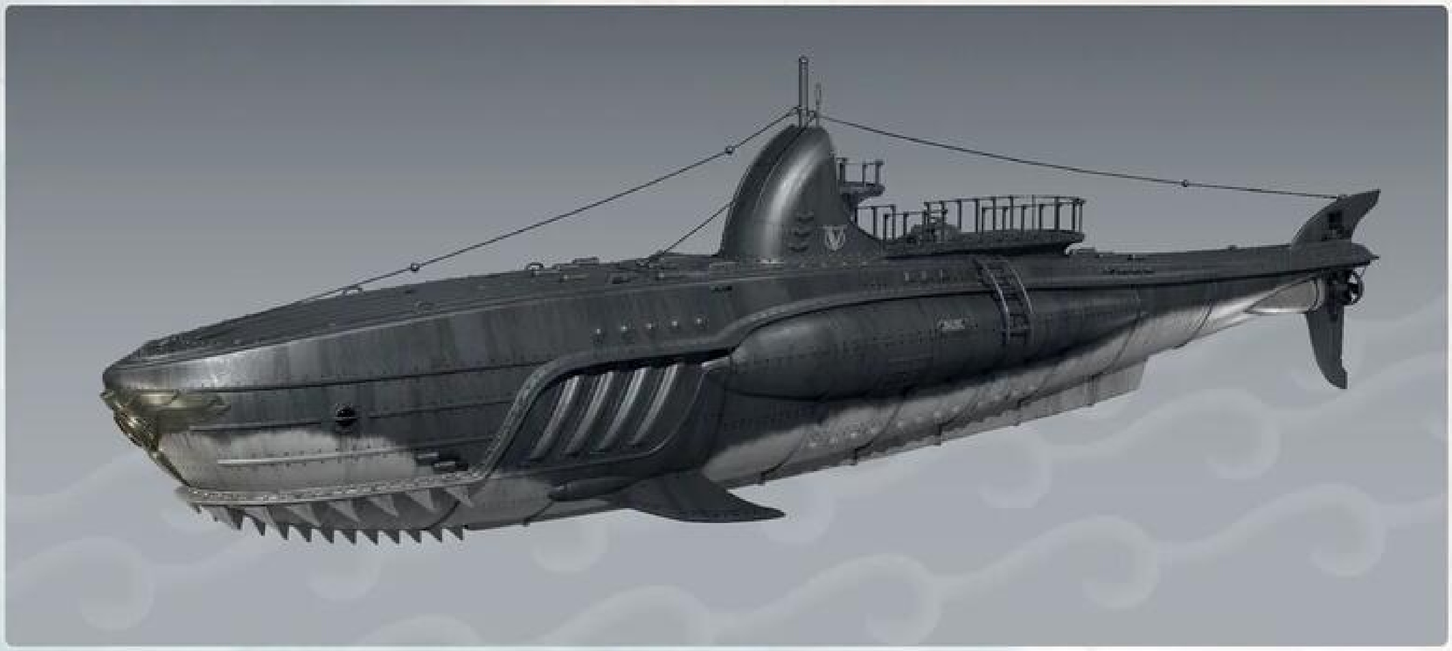
"I'll tell you one thing. Many secrets are buried in the city of Krat. The same goes for this hotel."

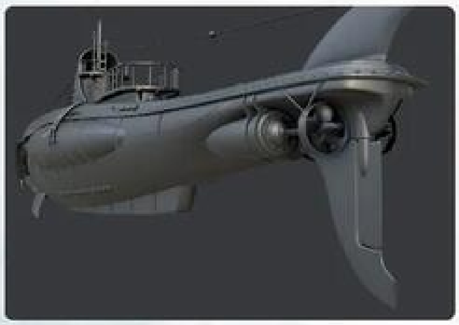
Beneath the hotel lies the Relic of Trismegistus, also known as the devil's pit, a site where unknown minerals were excavated six hundred years ago. The value of this mineral went unnoticed until the Alchemists found the connection to Ergo and exploited the minerals for Krat's prosperity.

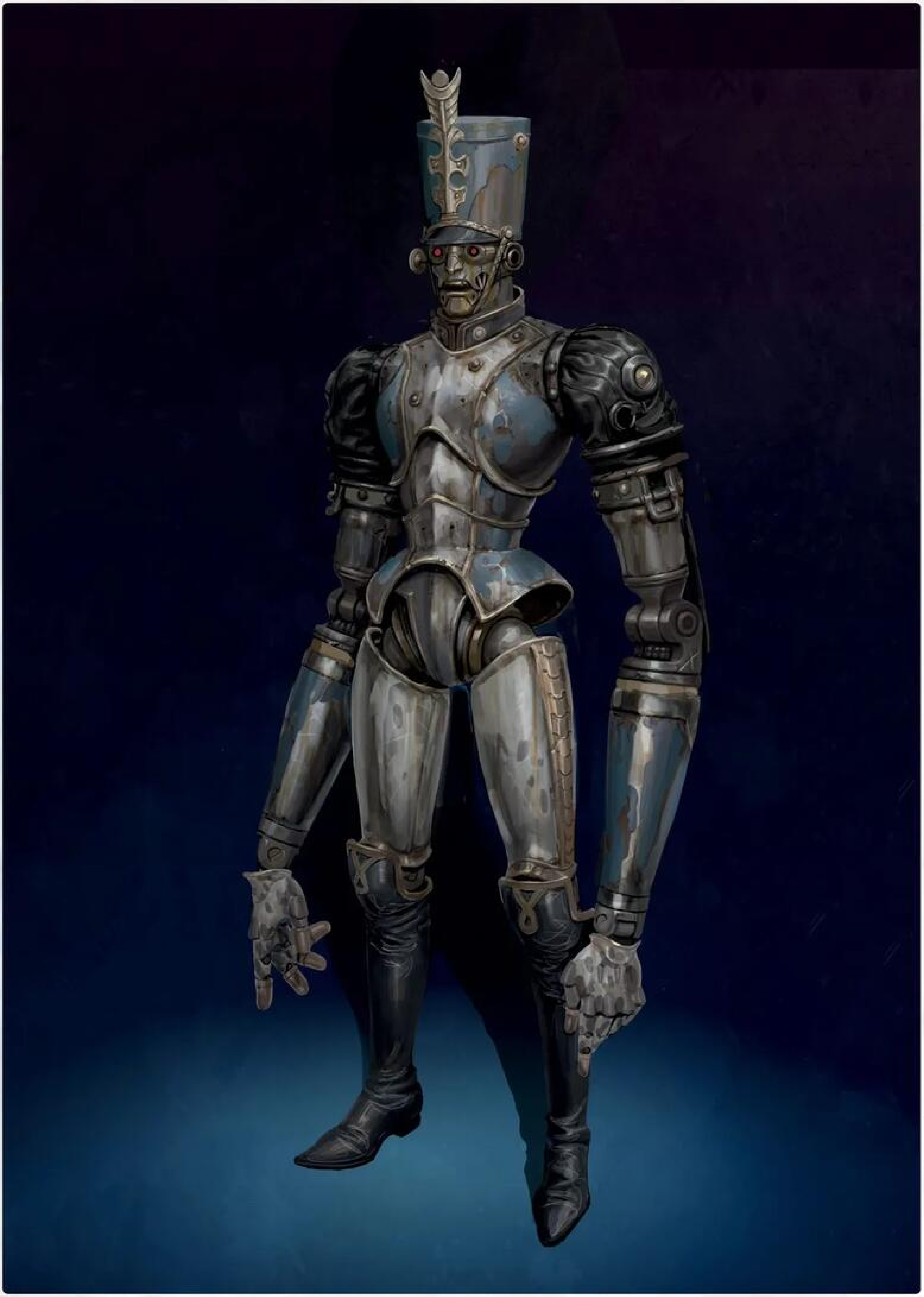
However, not a single soul in the city foresaw the price of this groundbreaking discovery, nor the darkness slowly looming over it. They didn't know that the "Arm of God," hidden deep under the relic, is the seed of catastrophe.

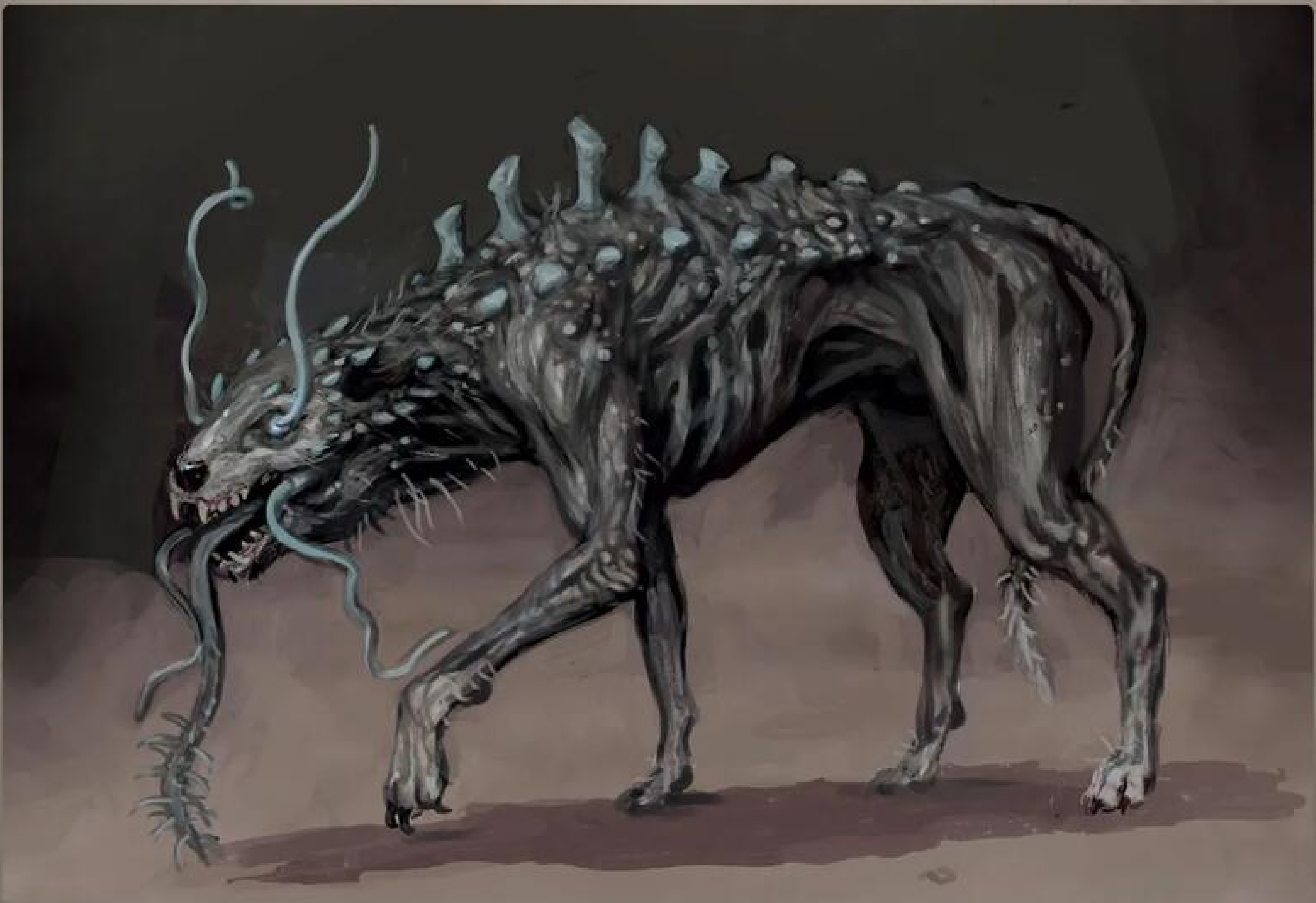




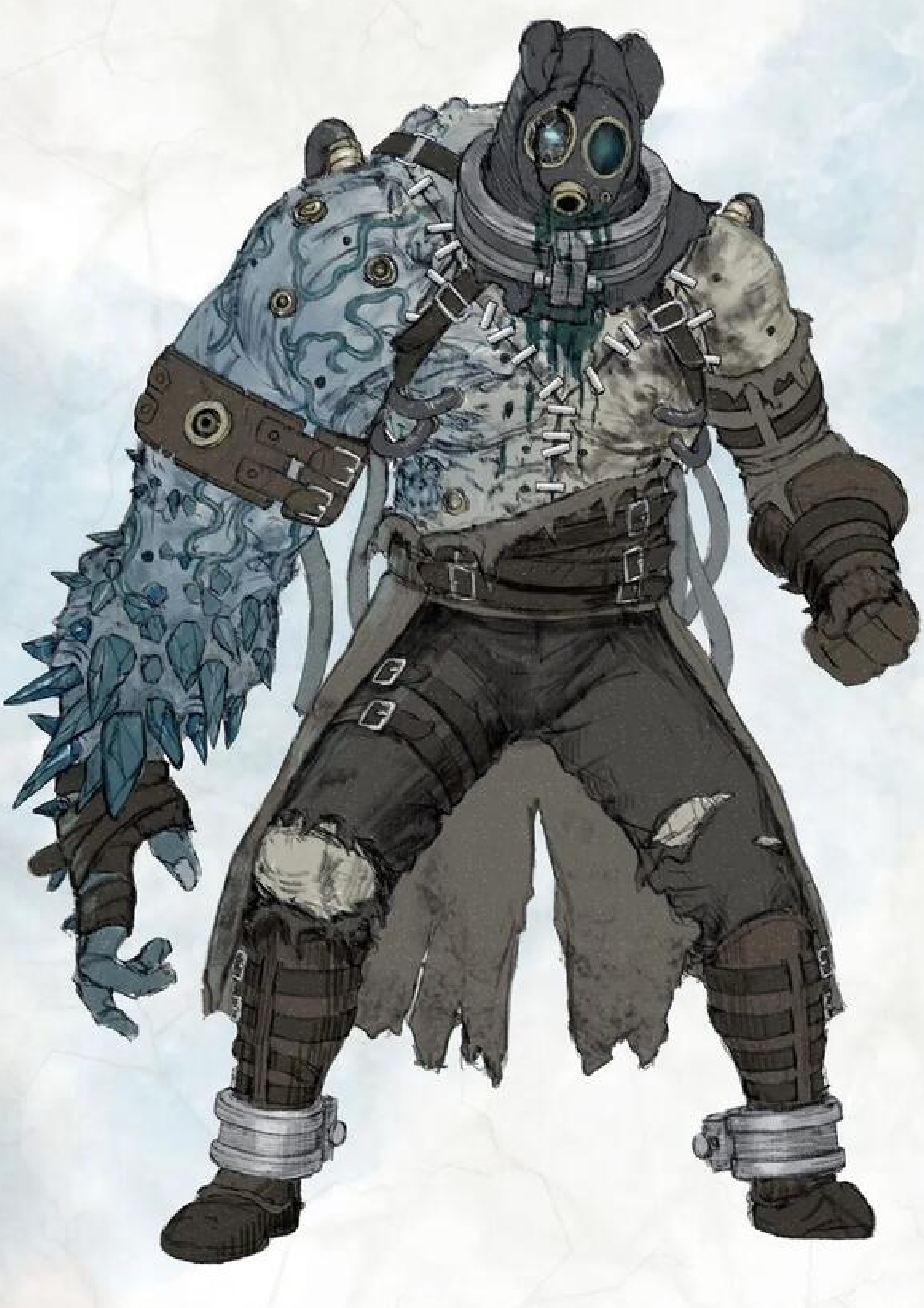


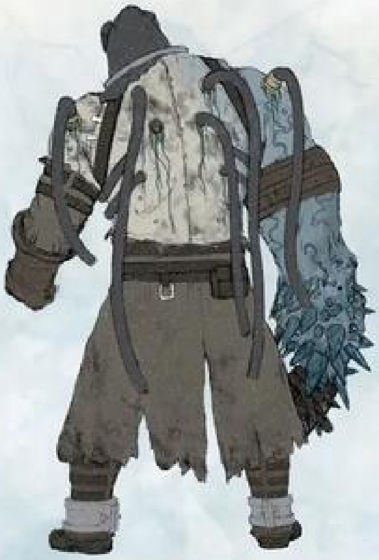


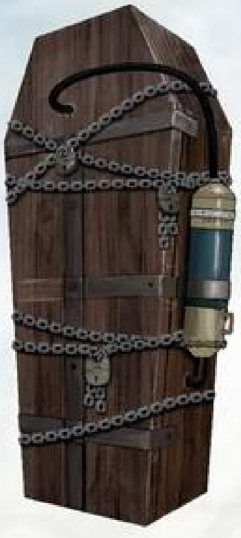




THE REVENGE OF THE BLACK RABBIT BROTHERHOOD







Chapter 13

ARCHE ABBEY

An abbey that resembles the Tower of Babel, a symbol of . . . excessive ambition.

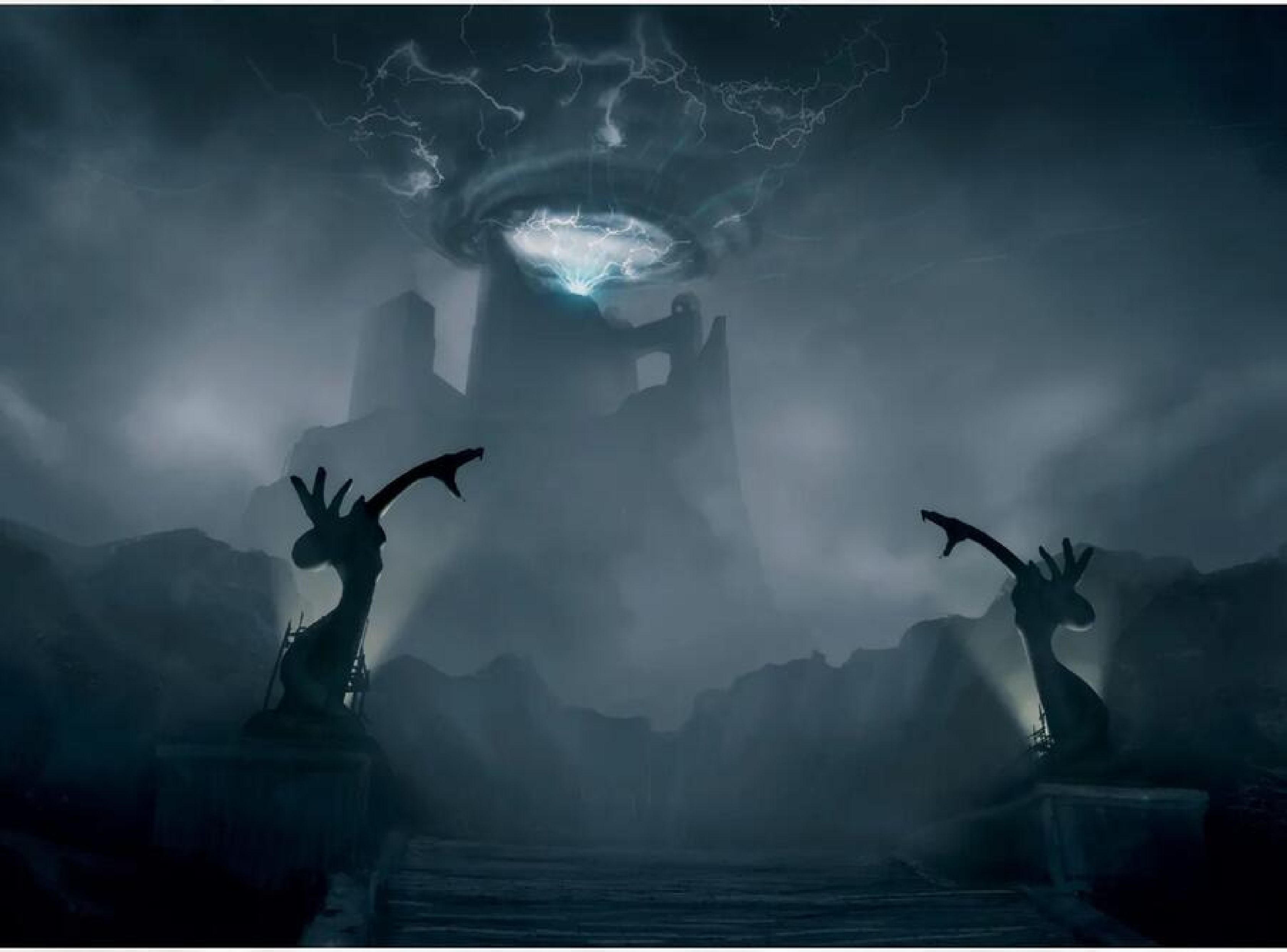
Guided by the legends of an angel, the Alchemists settled down in the city of Krat and studied eternity in the Arche Abbey. There they dreamed of the ascension of humanity through *lux et veritas*. It is quite peculiar that the Alchemists called their place an abbey when they were constantly seeking a way to reach and touch the sun. An interesting choice of name, to say the least.

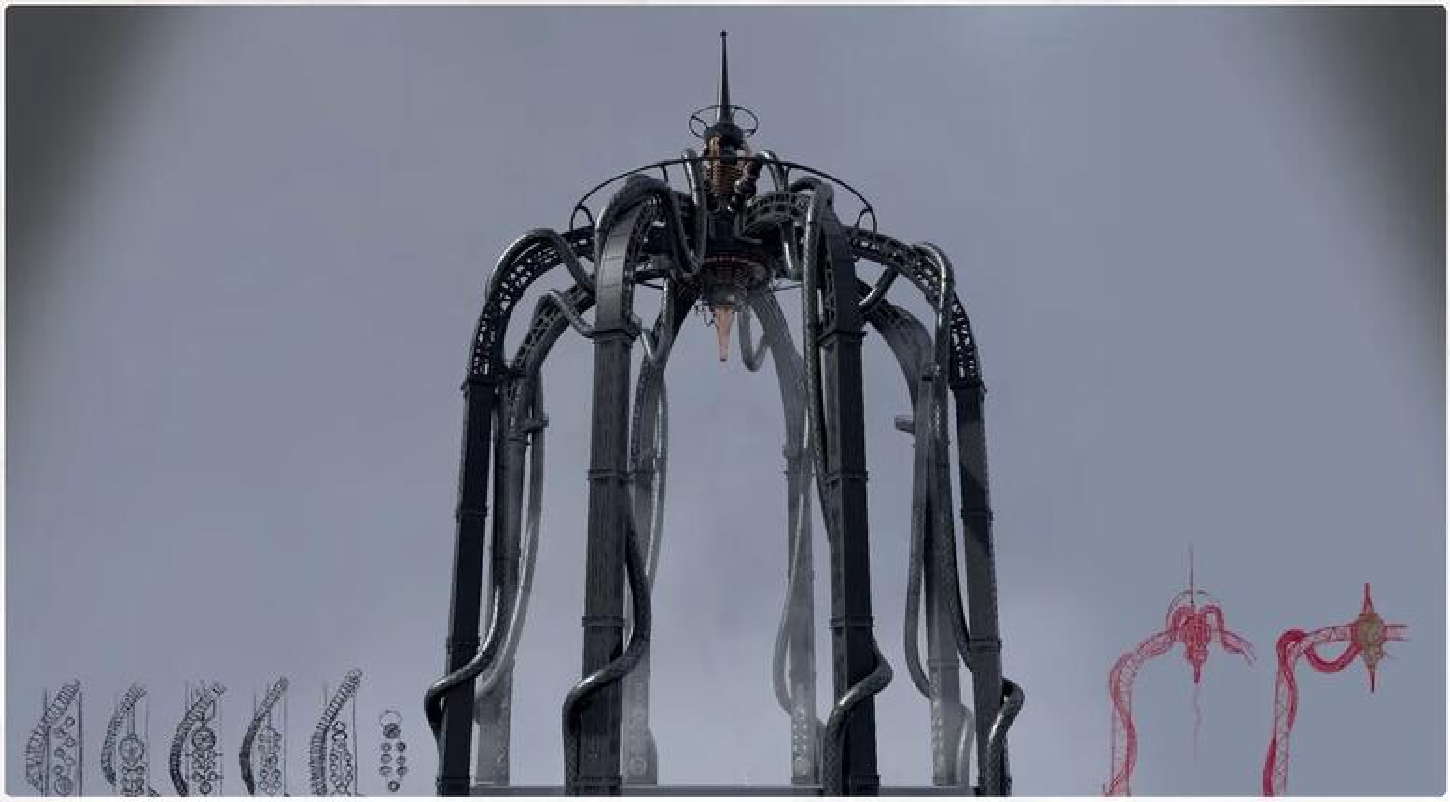
When their leader, Simon, discovers a key to the cult's long-awaited wish, the Arm of God, the Alchemists gather at the tower of the abbey to start capturing the Ergo to change the world.

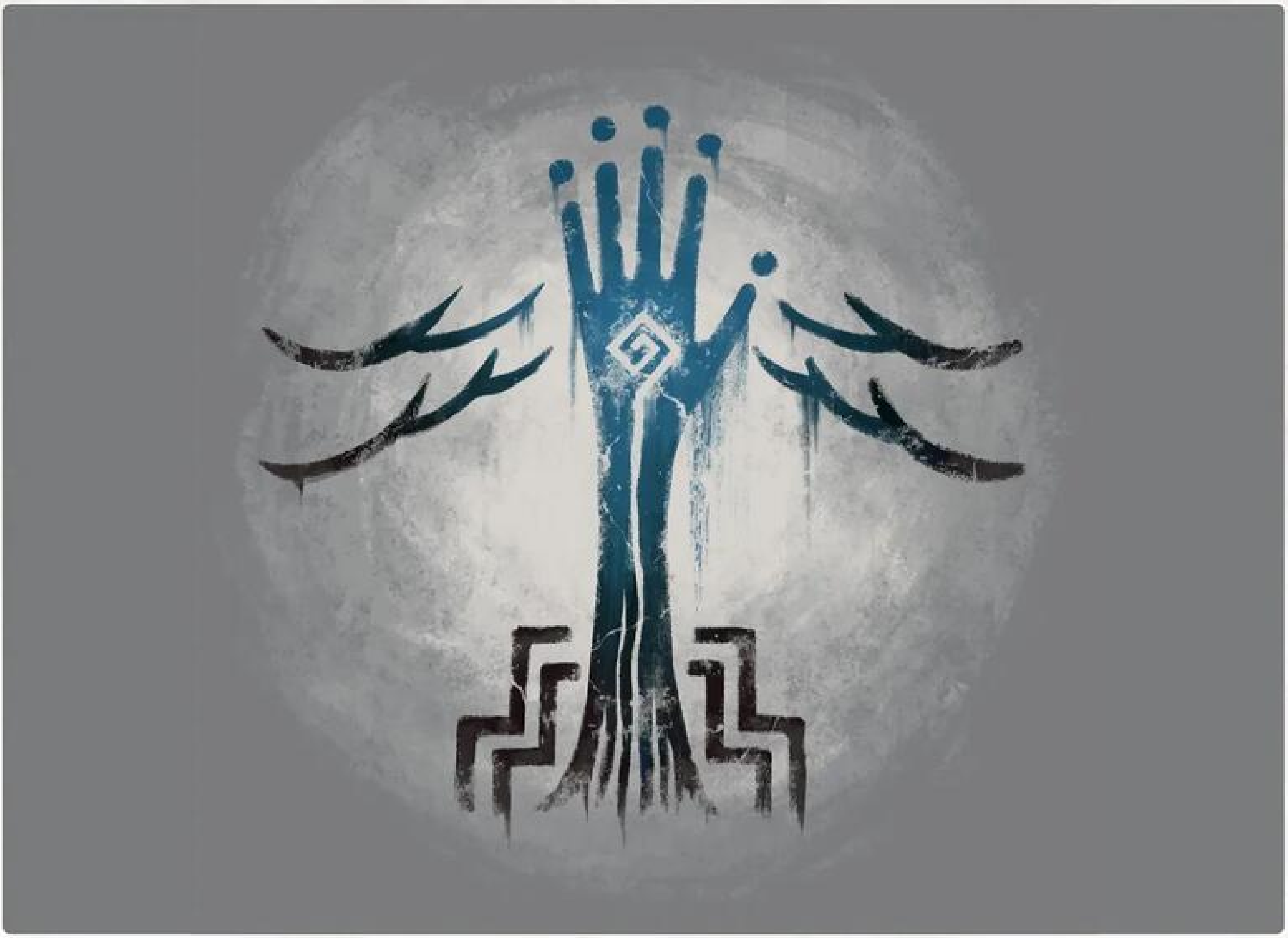
As the story of Geppetto's puppet reaches the finale, the art of *Lies of P* is also demonstrated at the utmost level with exquisite details and quality. Unlike in other areas, players will need to climb this vertically designed space to tie up the loose ends of every other tale they've experienced.

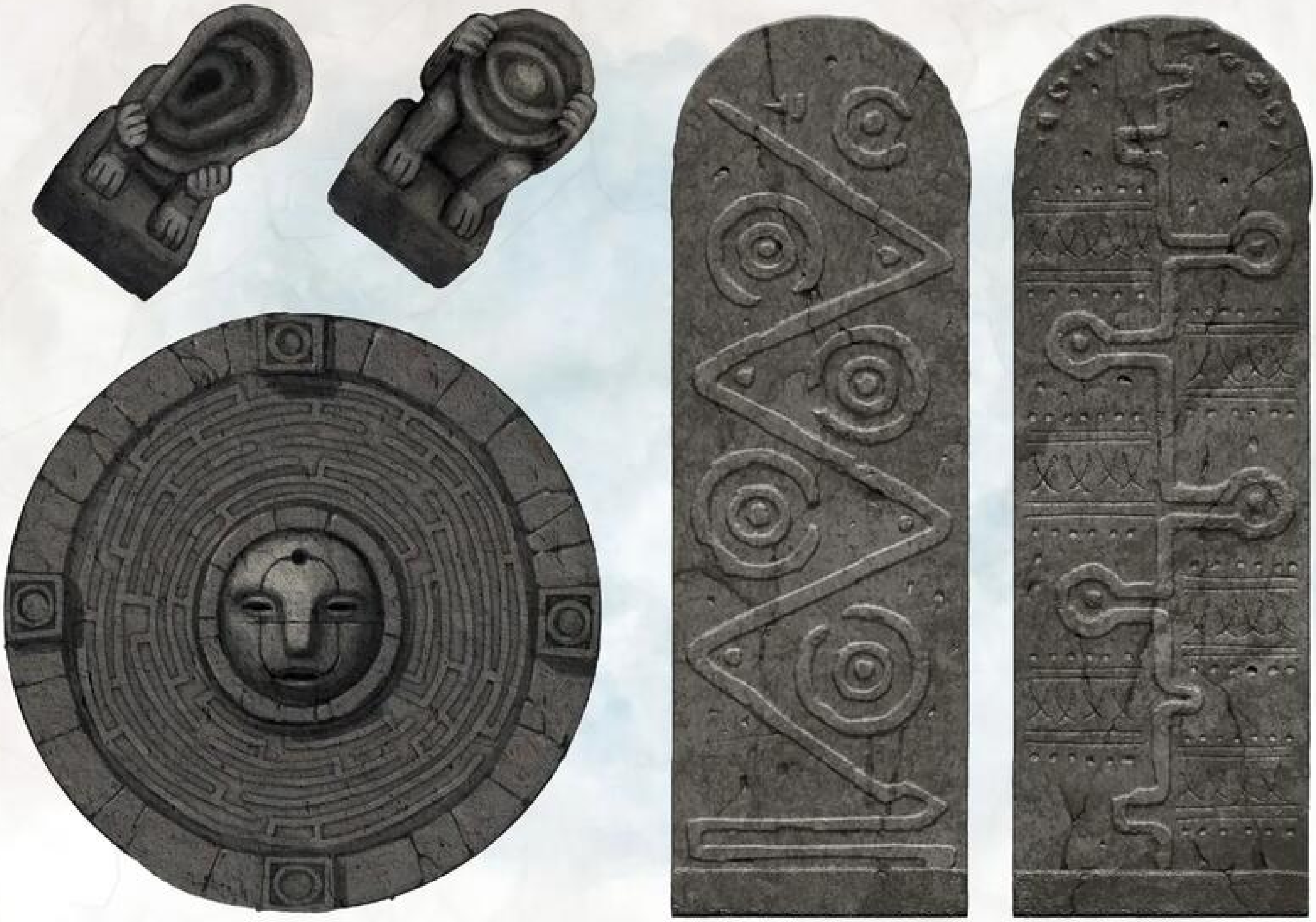
Yet there is still one lingering question that must be answered to ultimately decide your destiny.

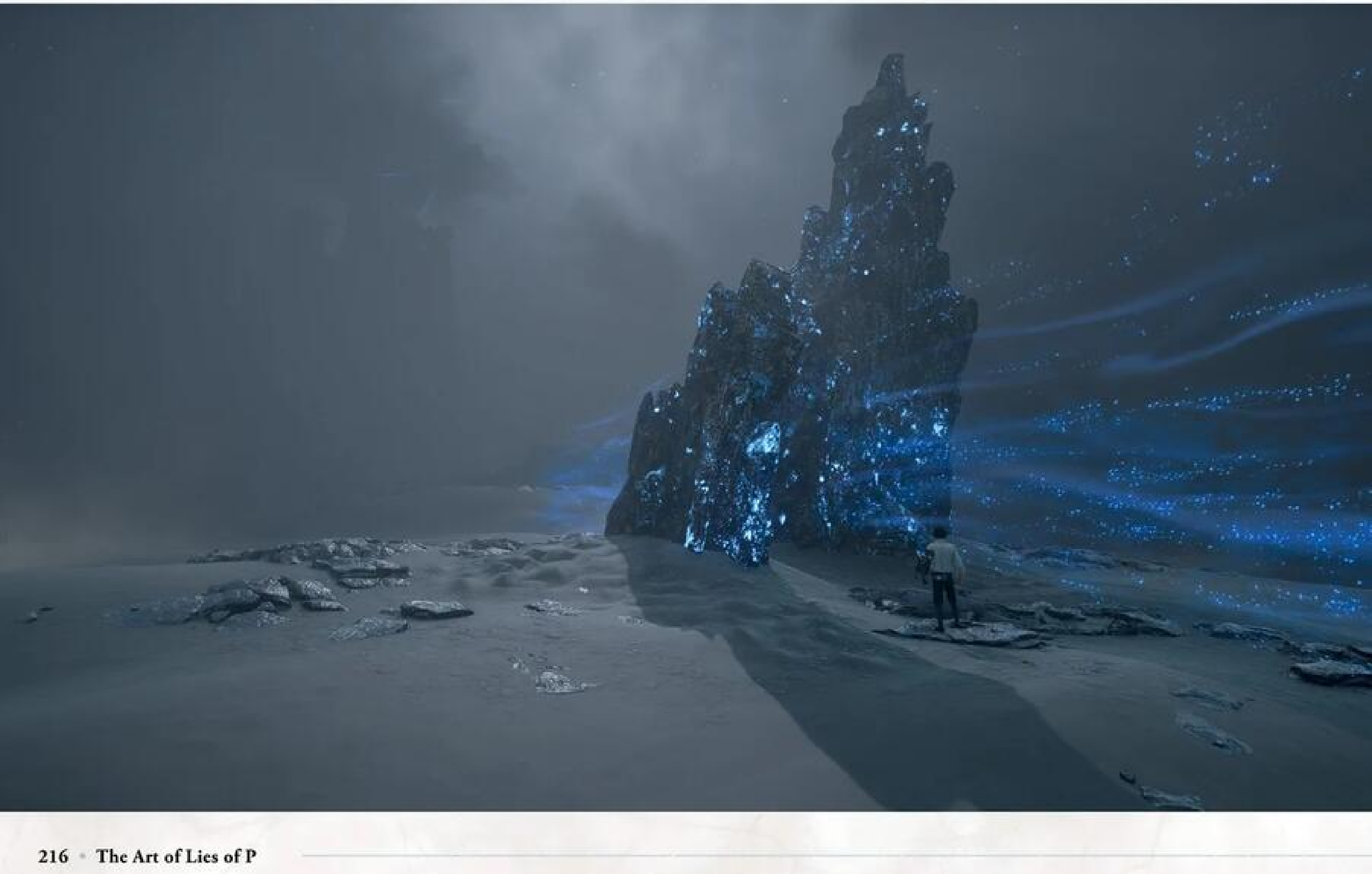
Who are you—a puppet or a human being?

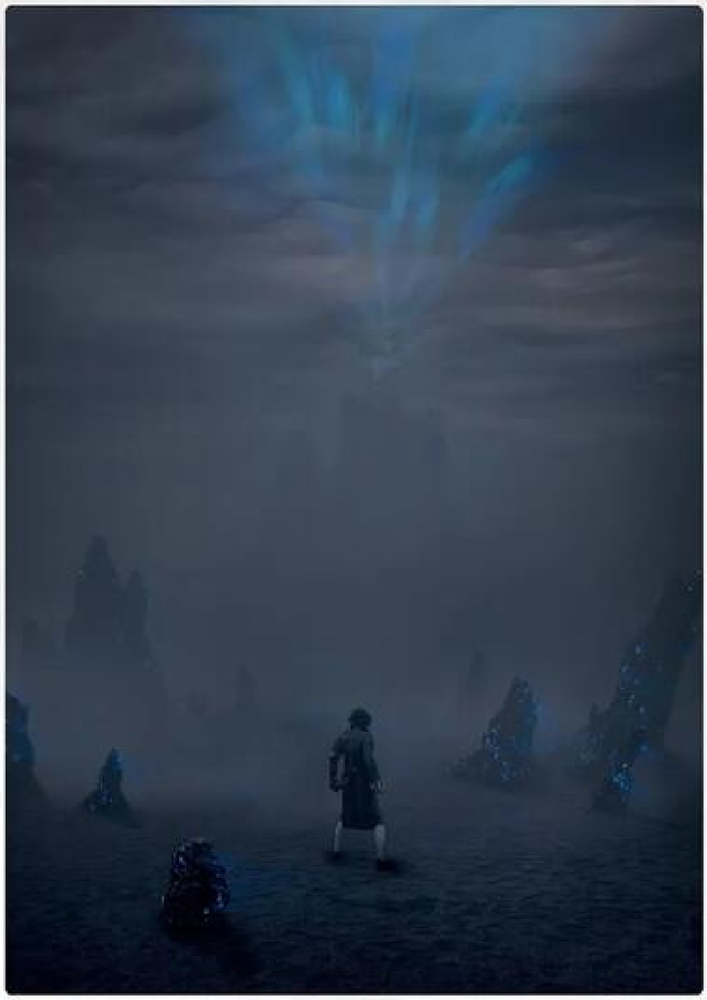


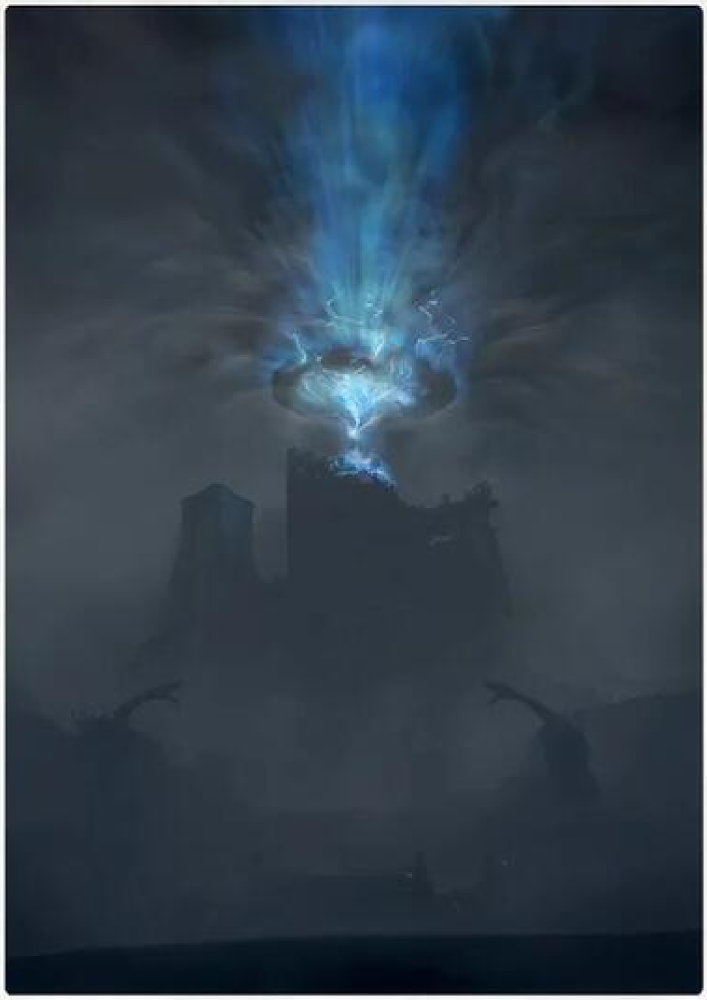


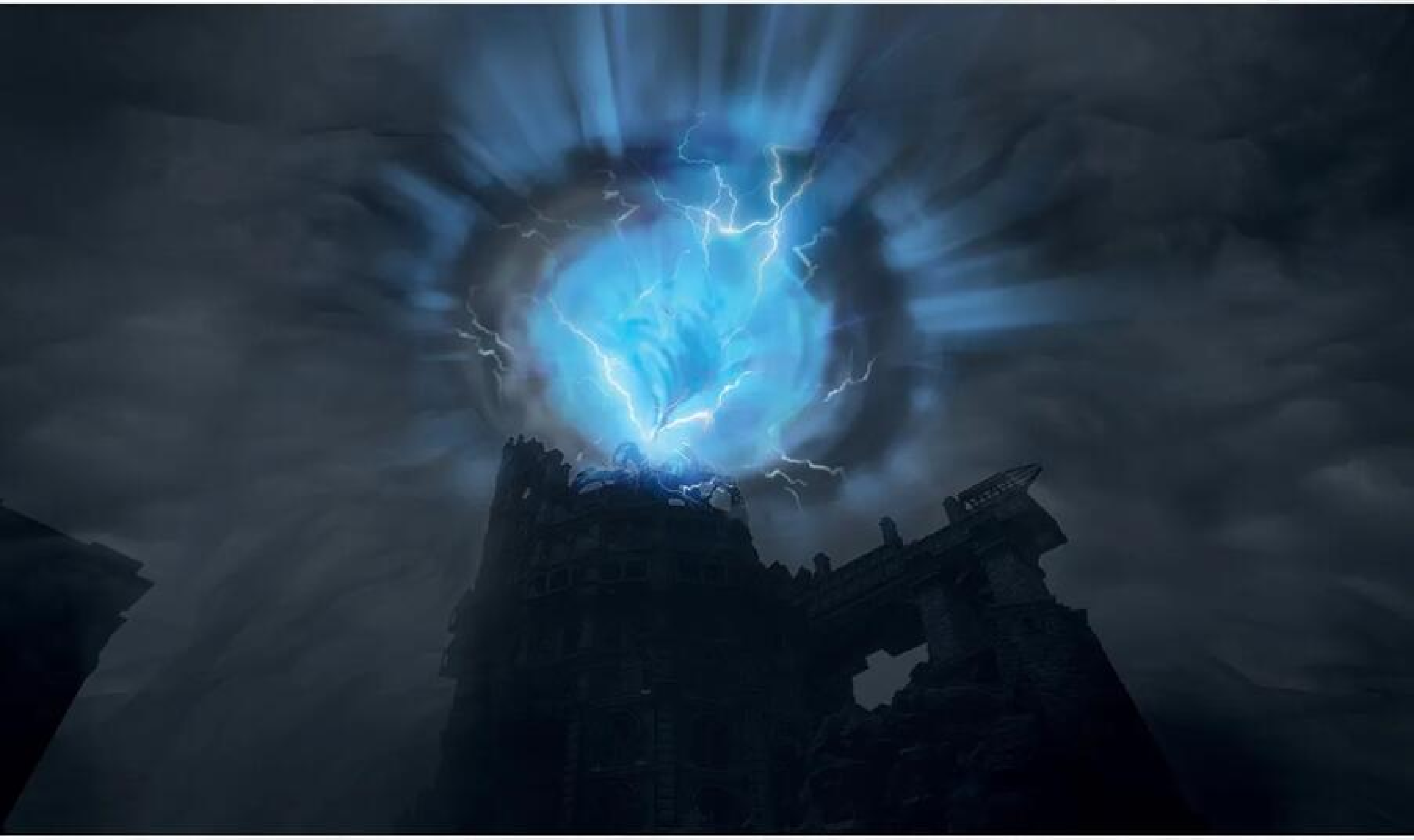


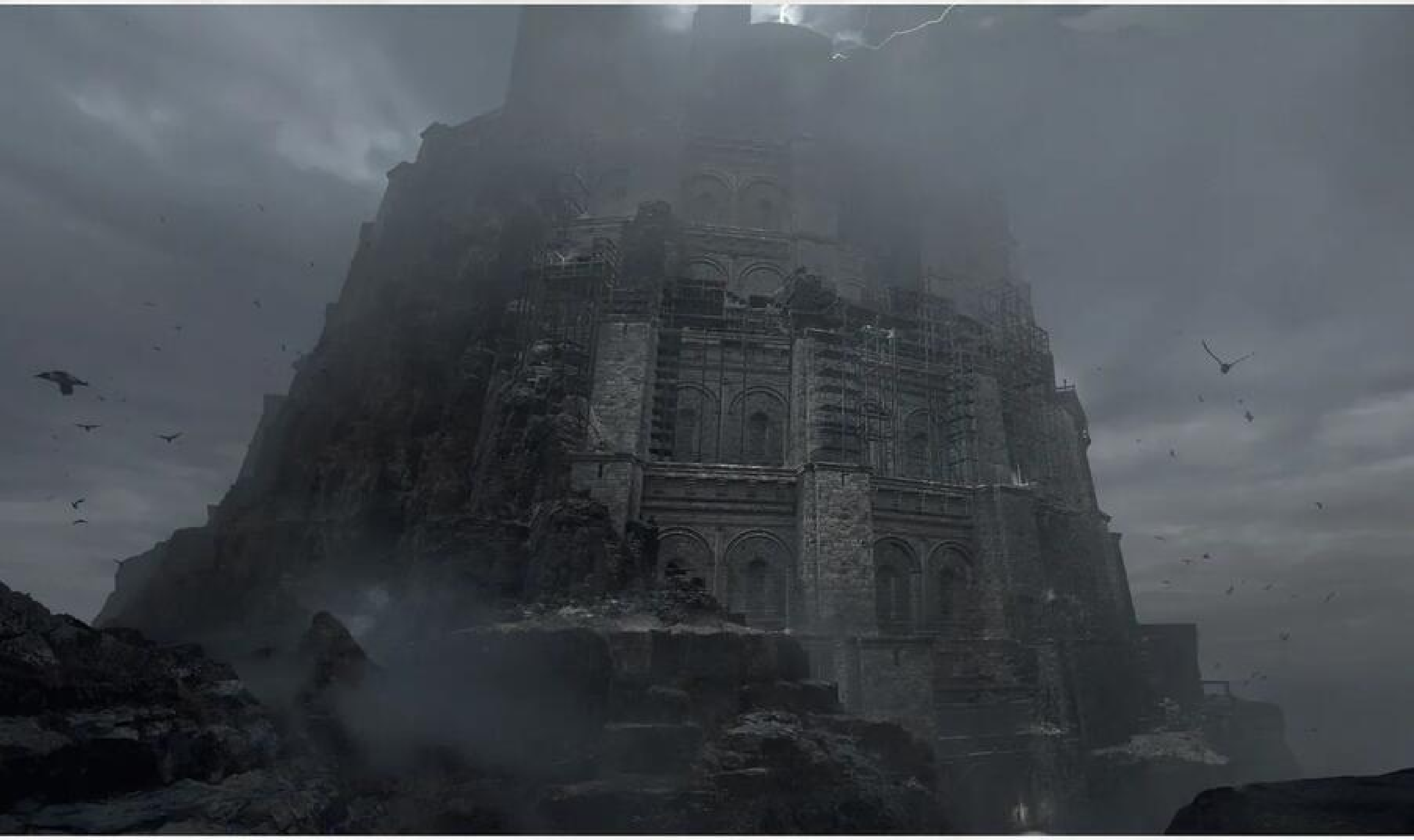


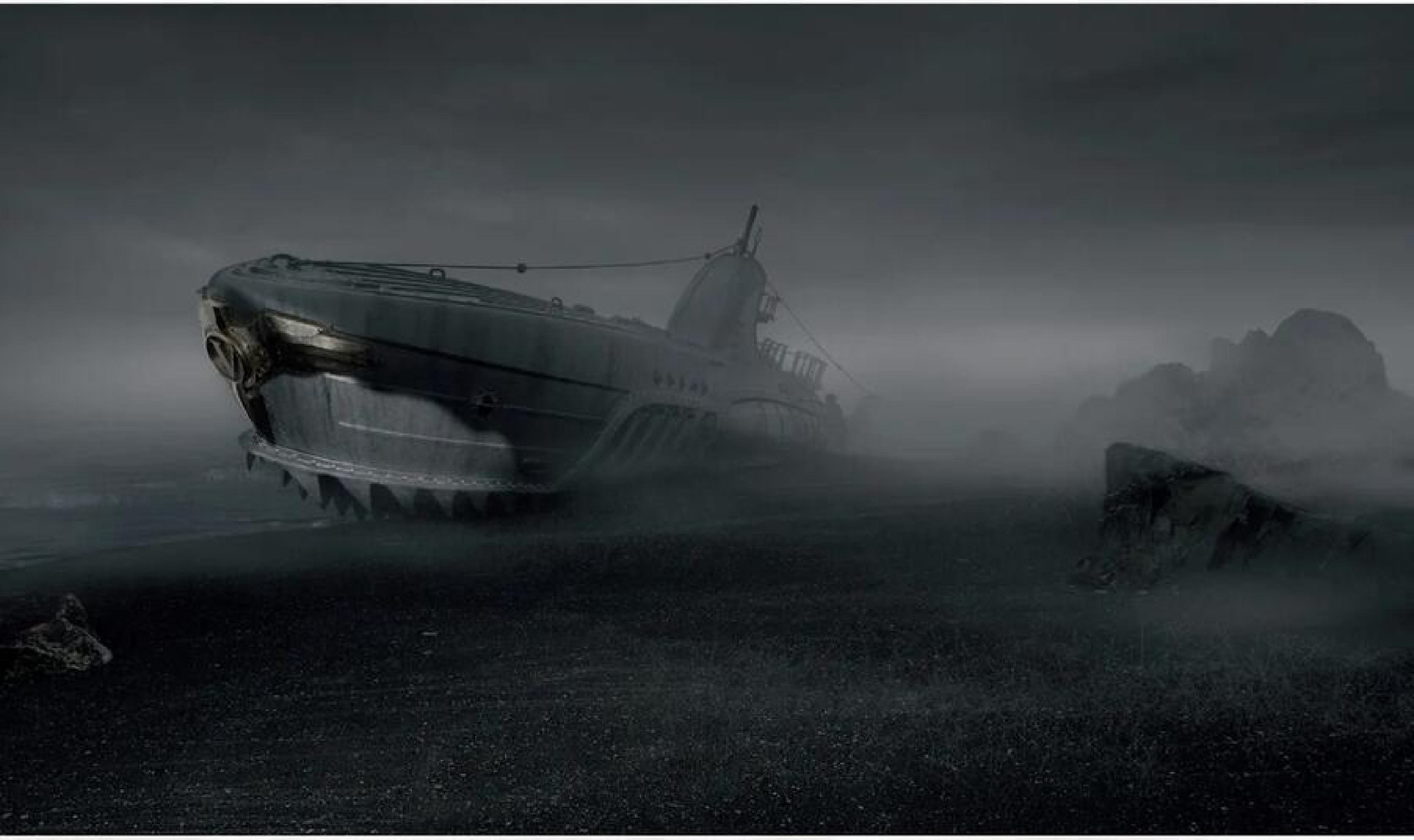


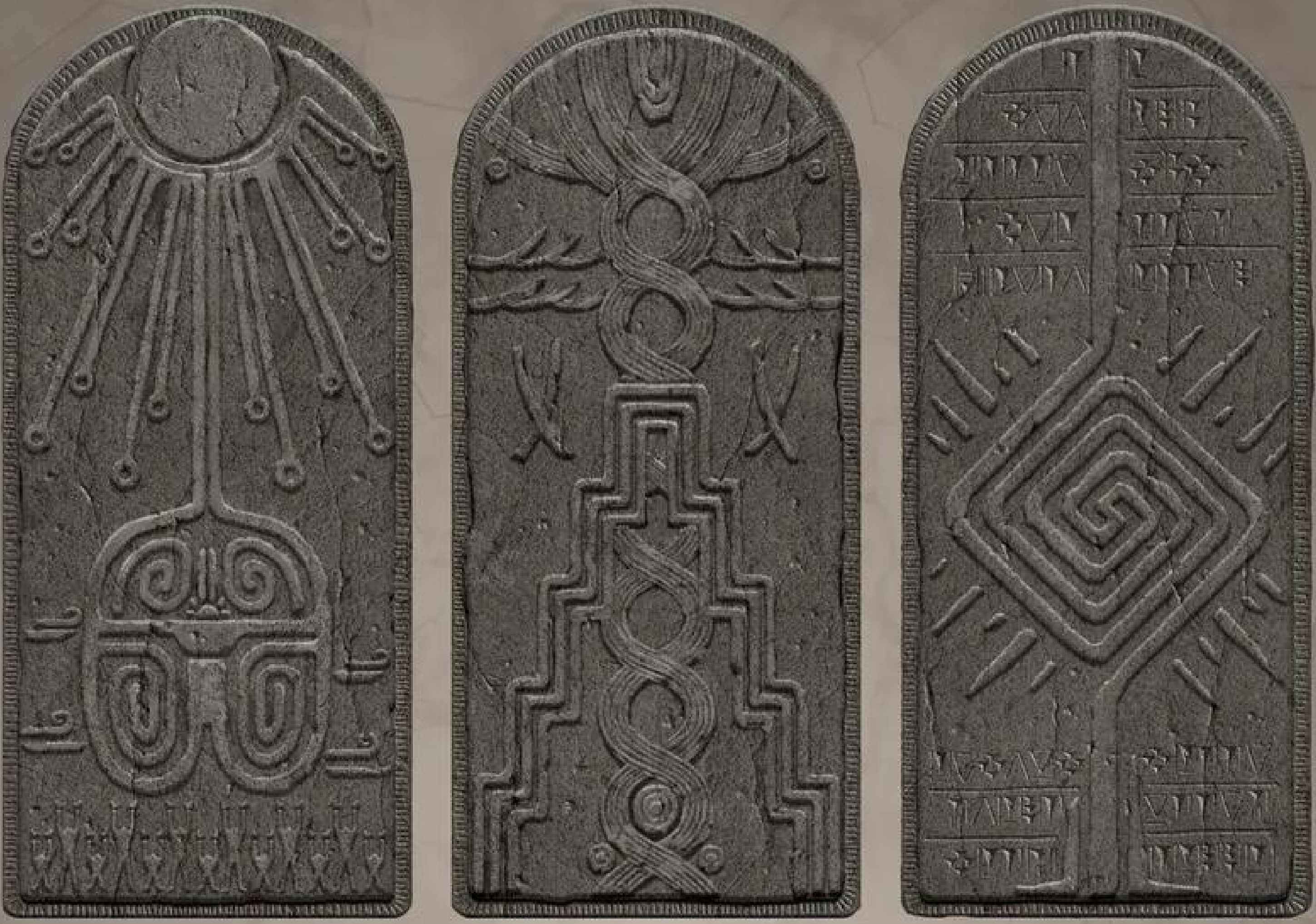


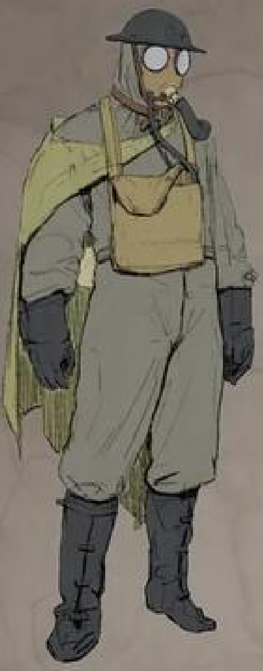


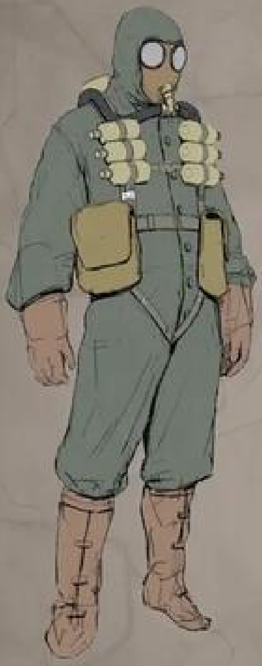


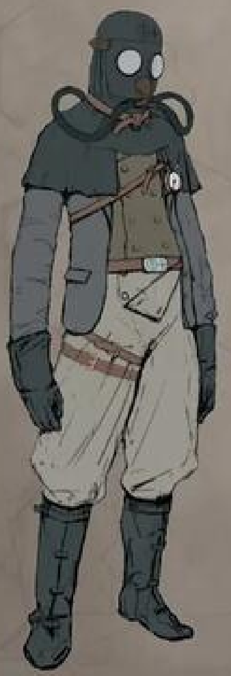


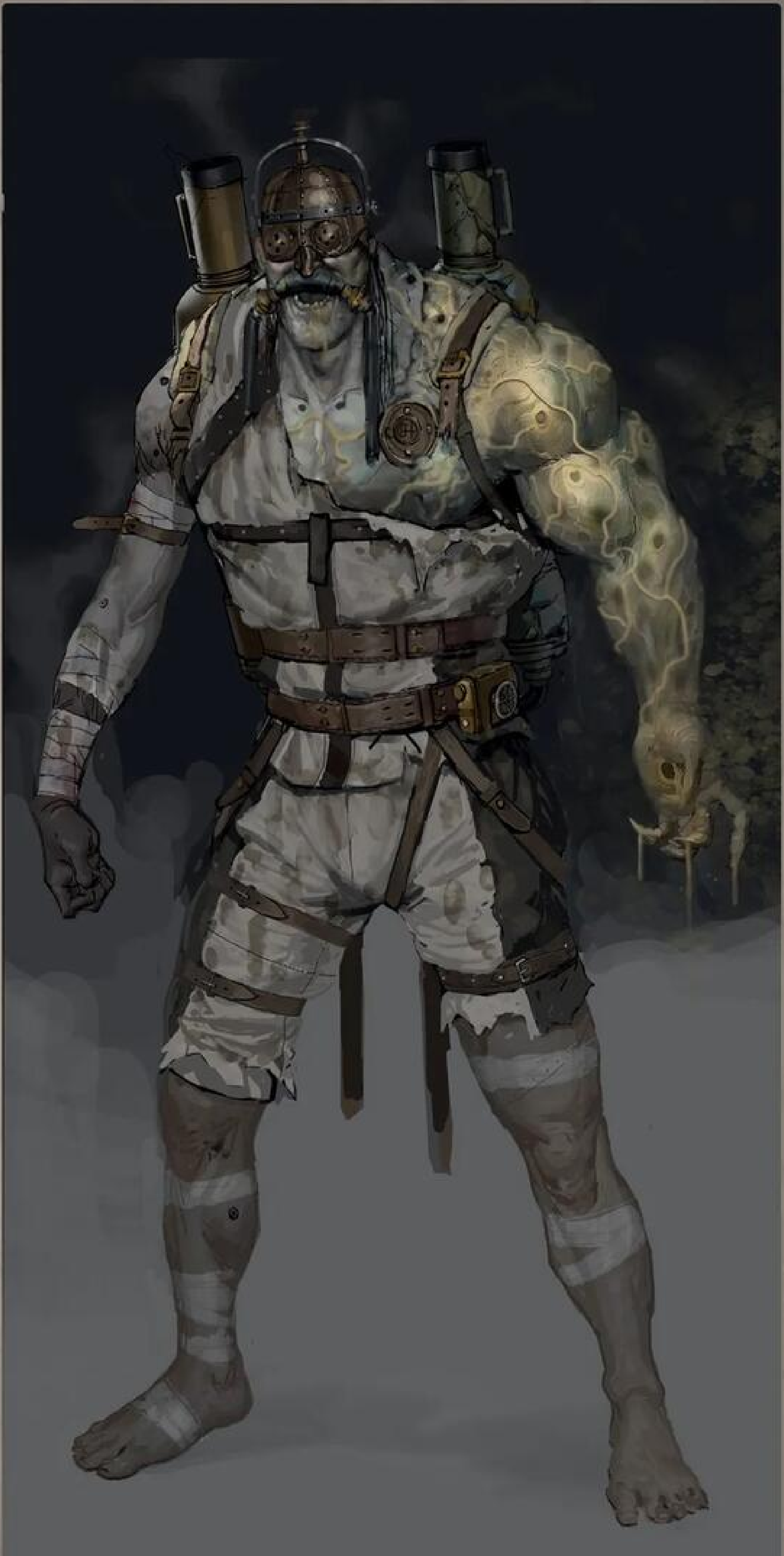


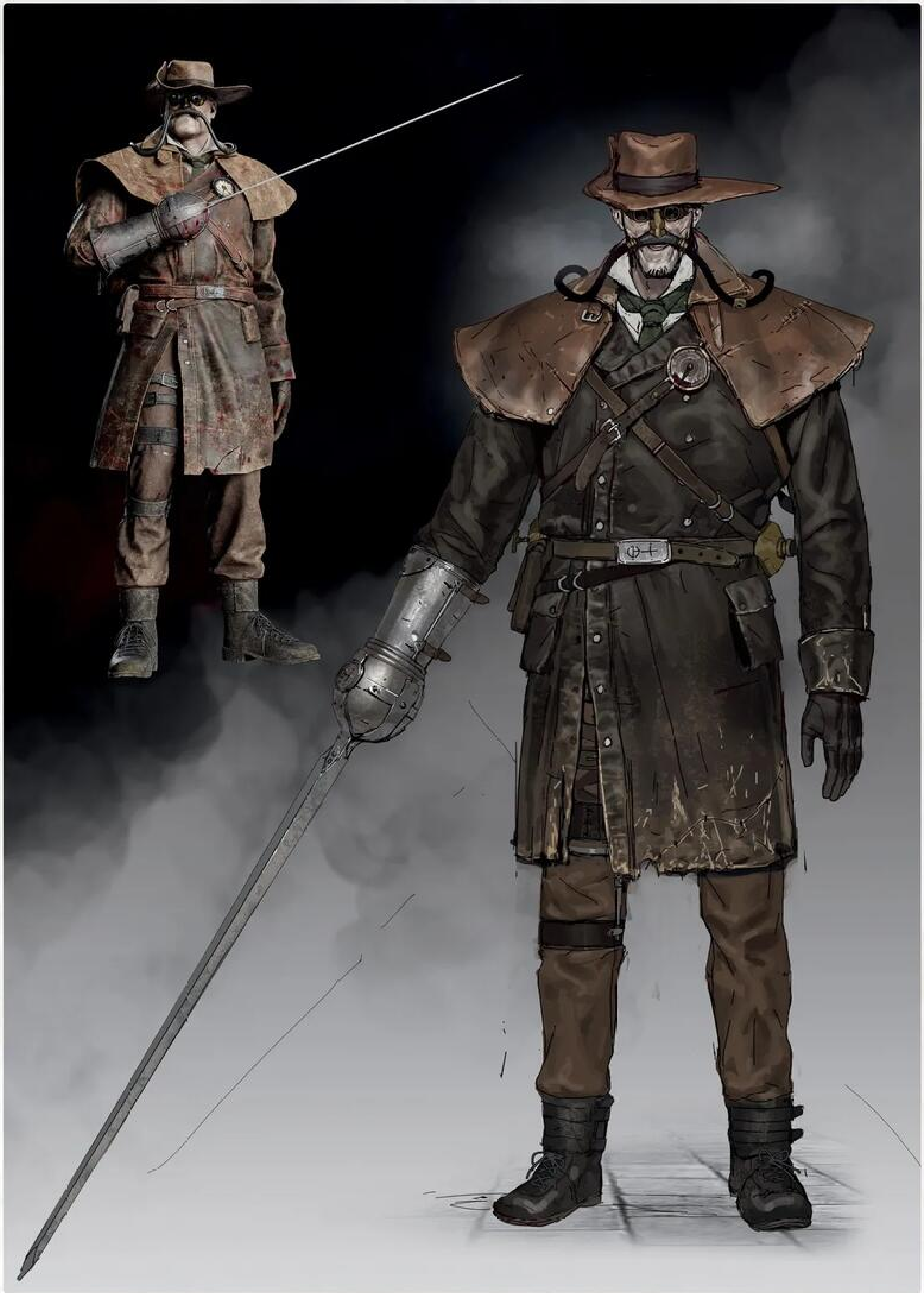


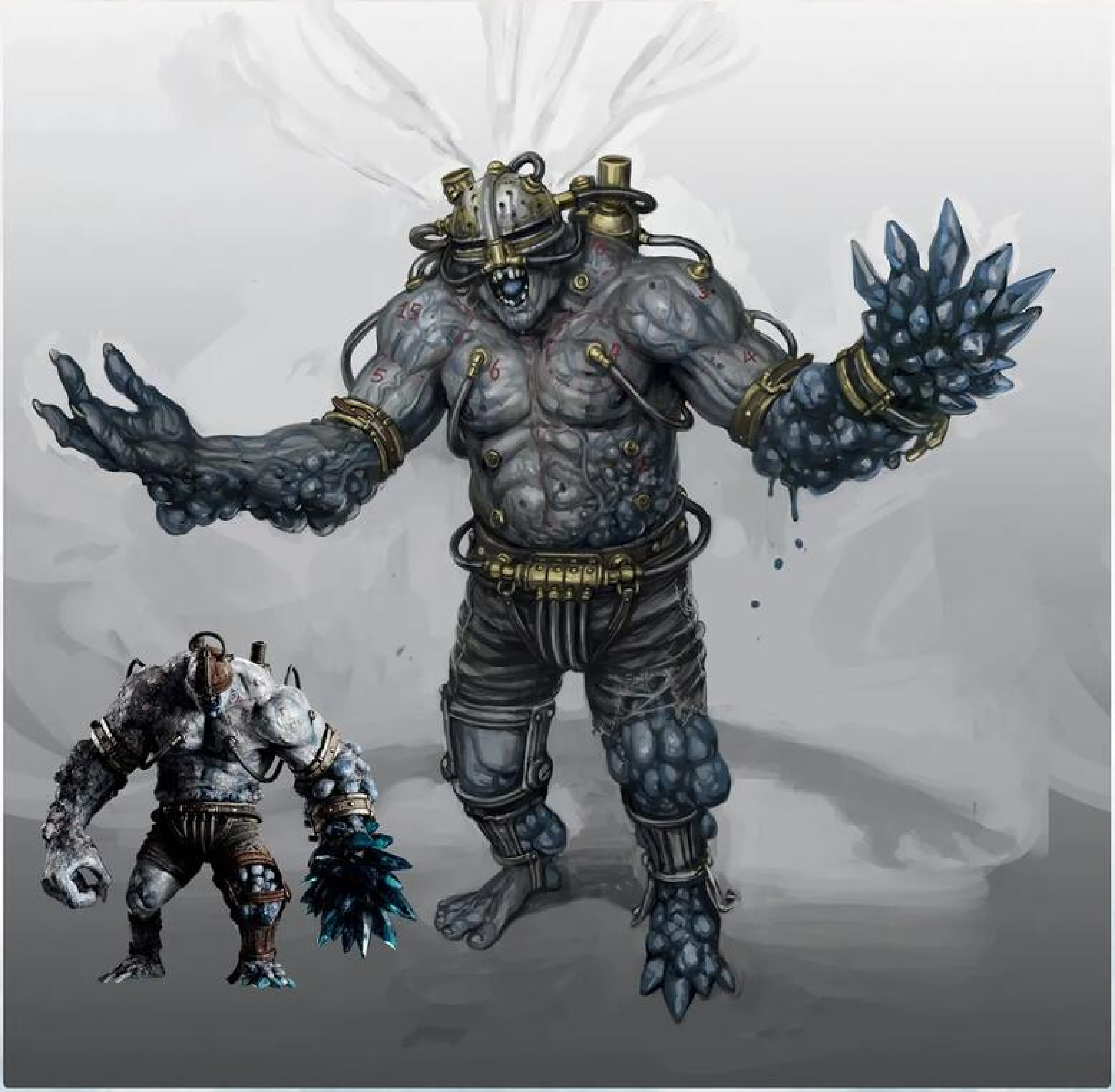


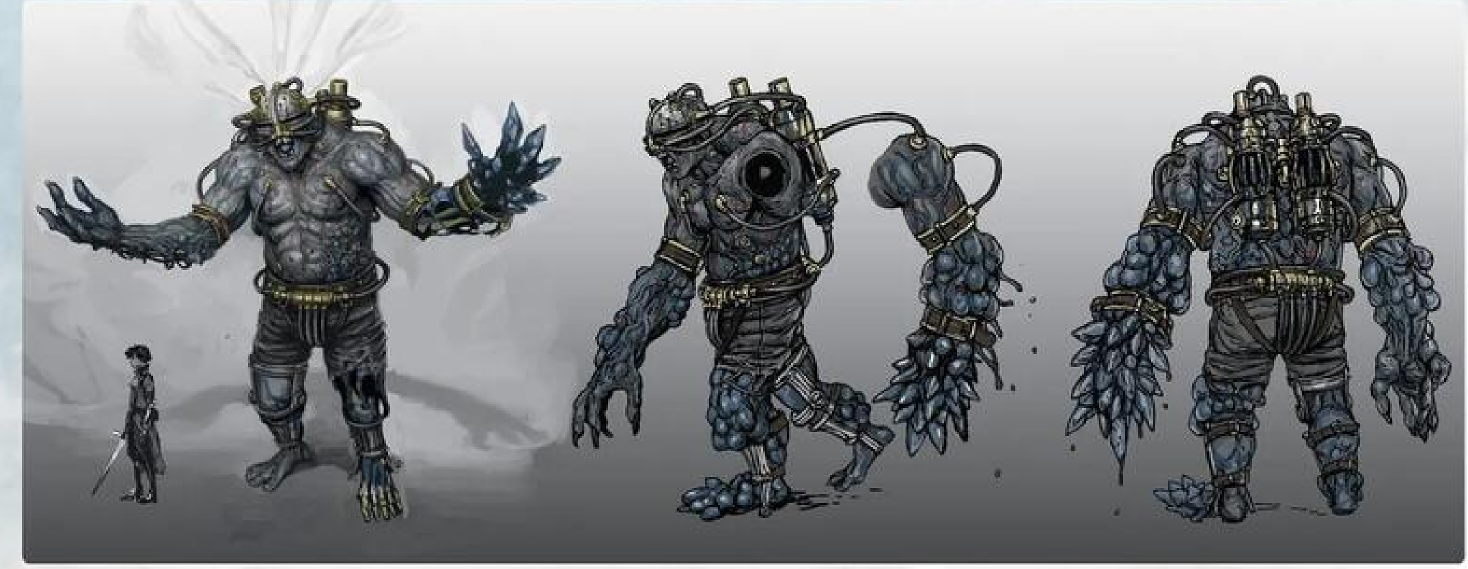












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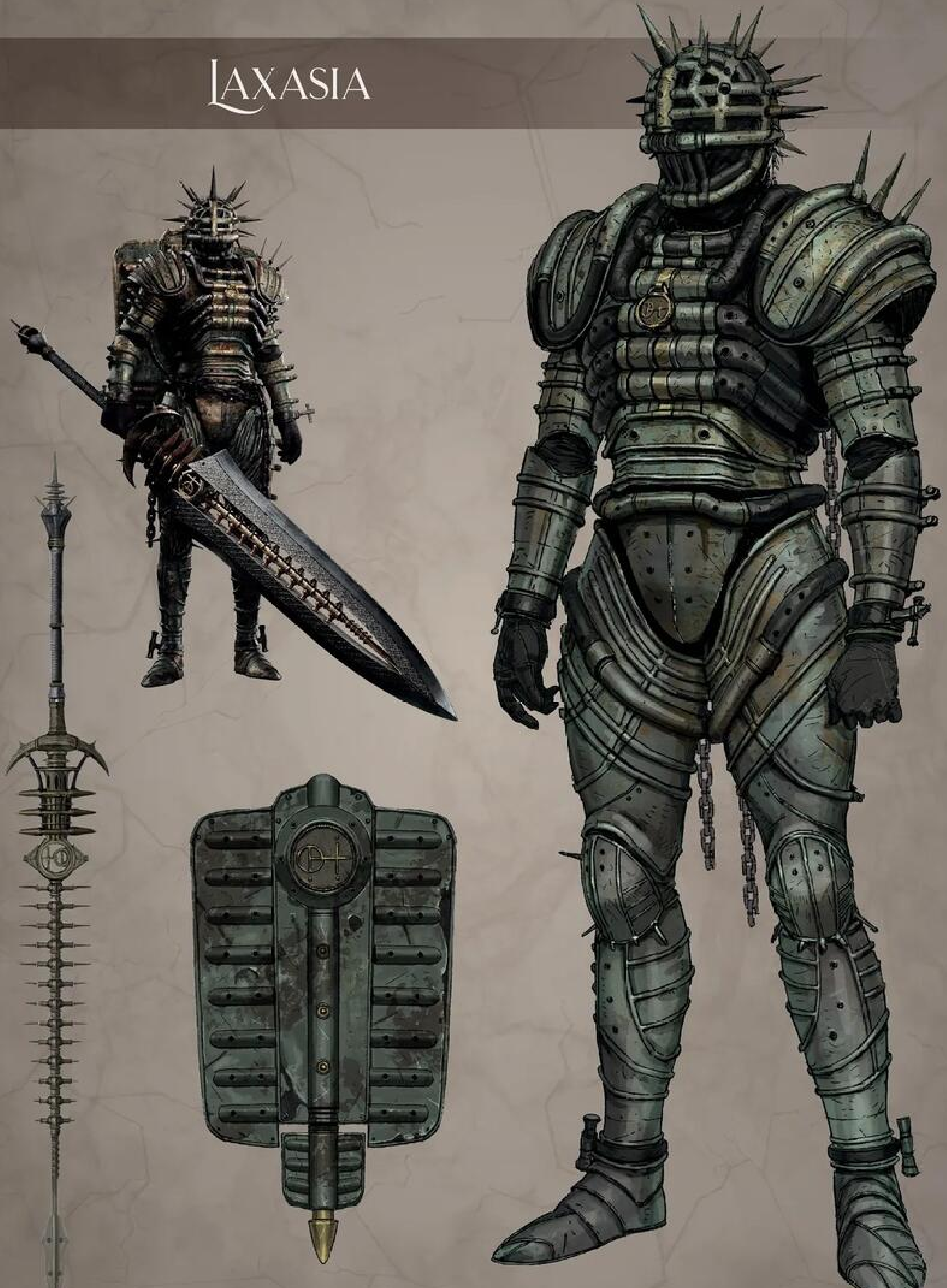

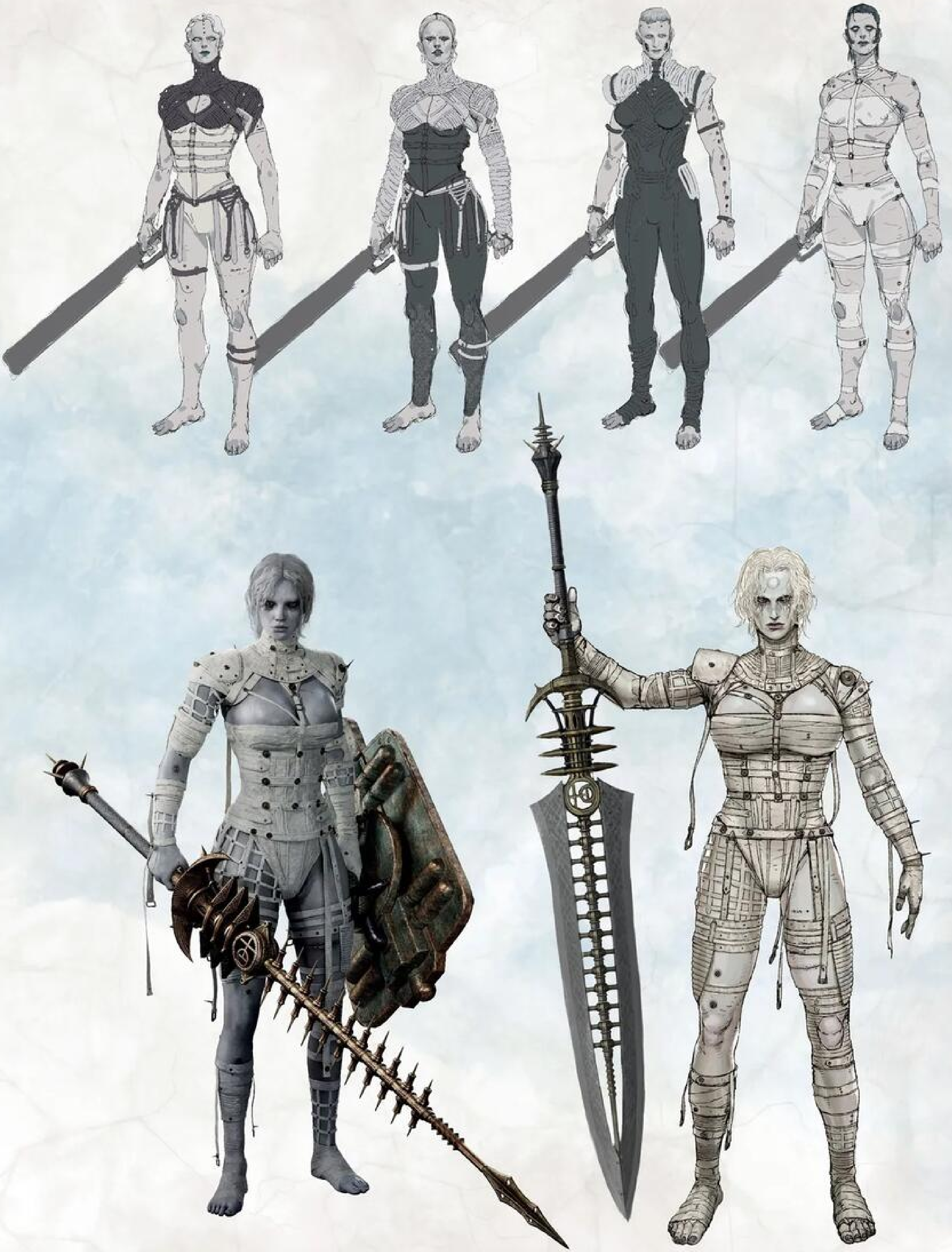

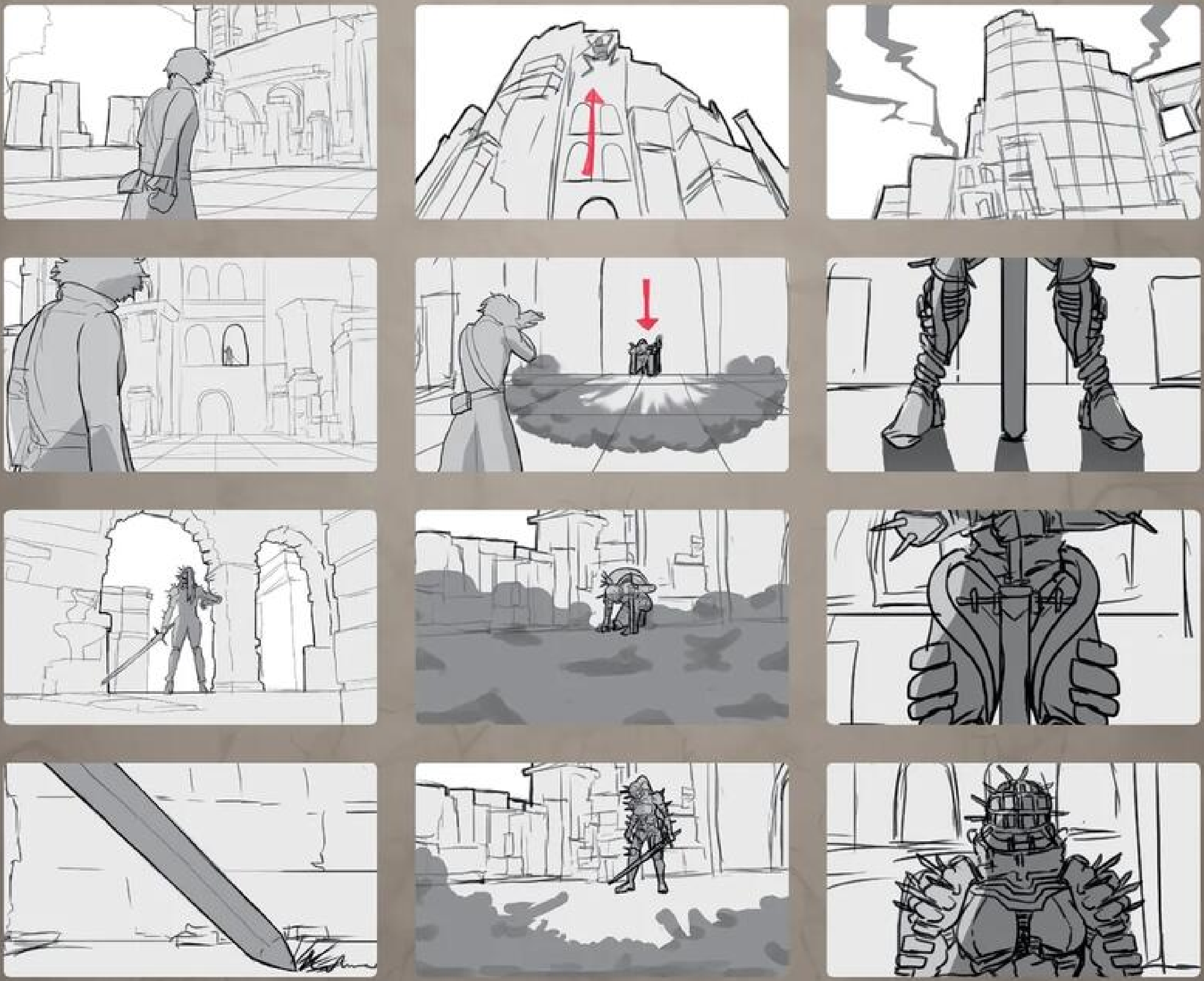

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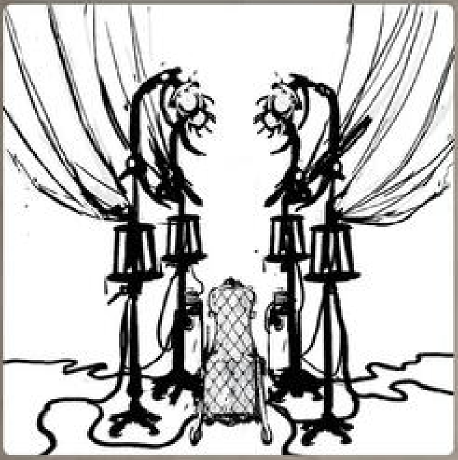
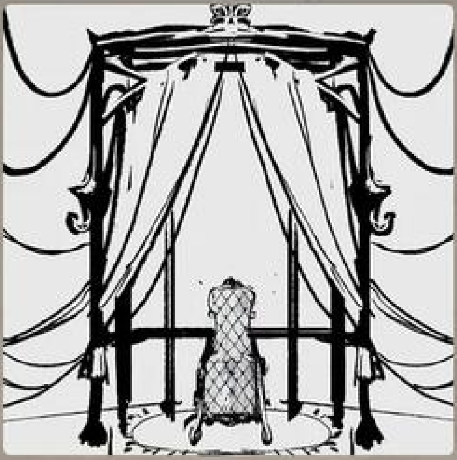
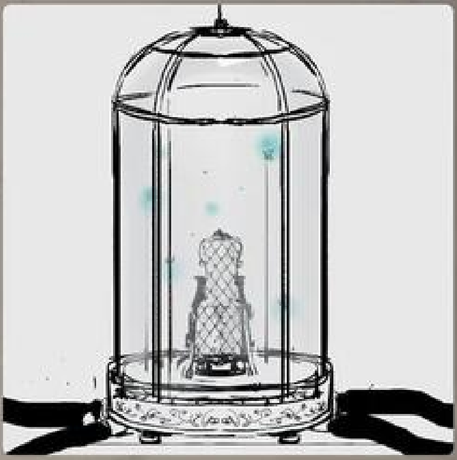
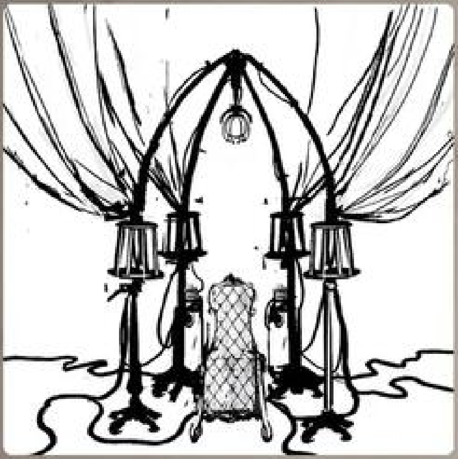
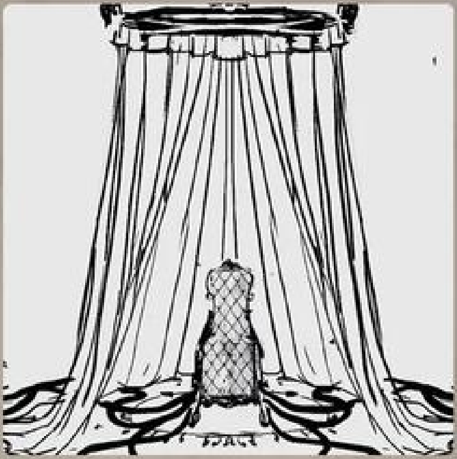
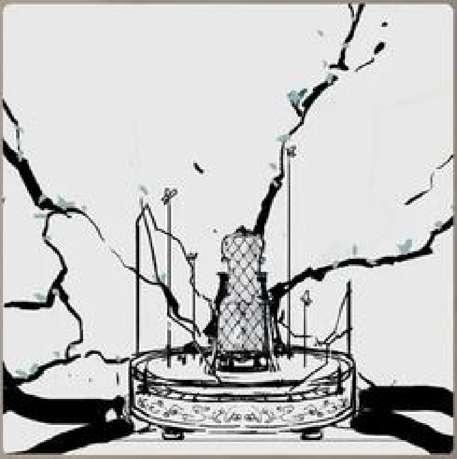


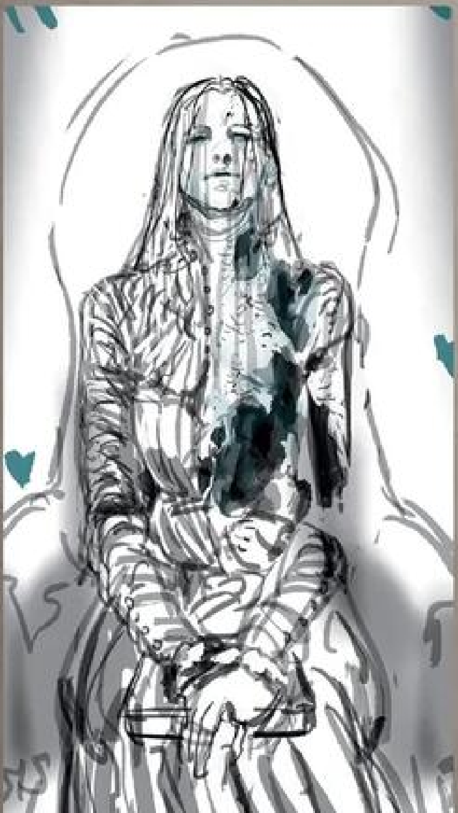


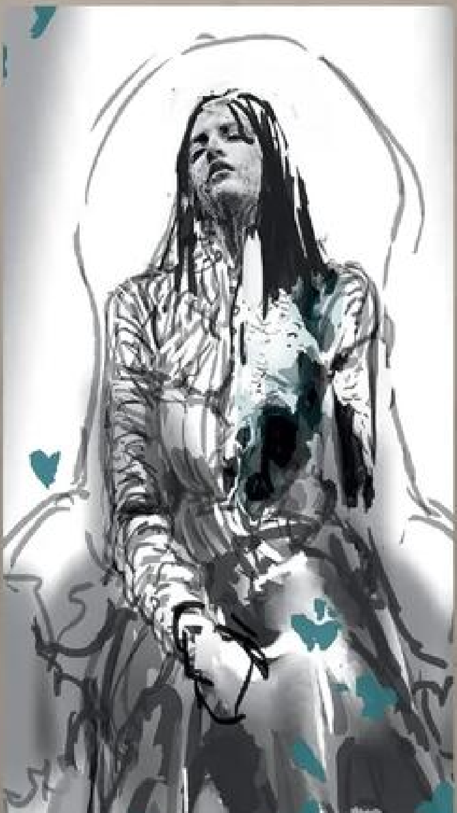


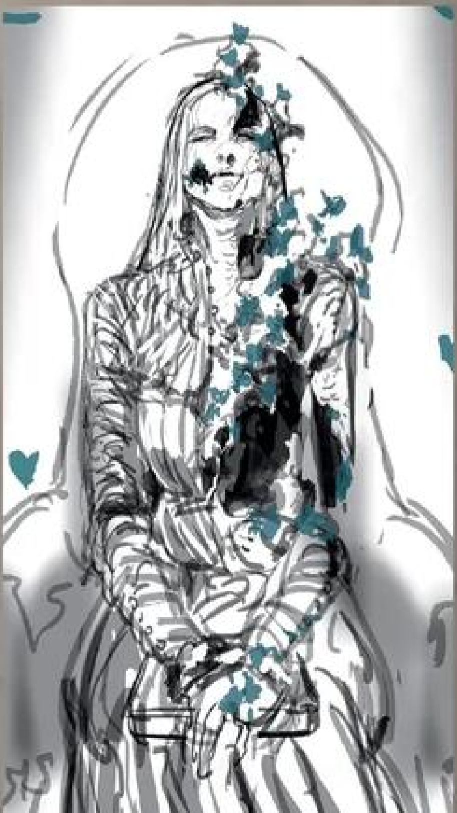


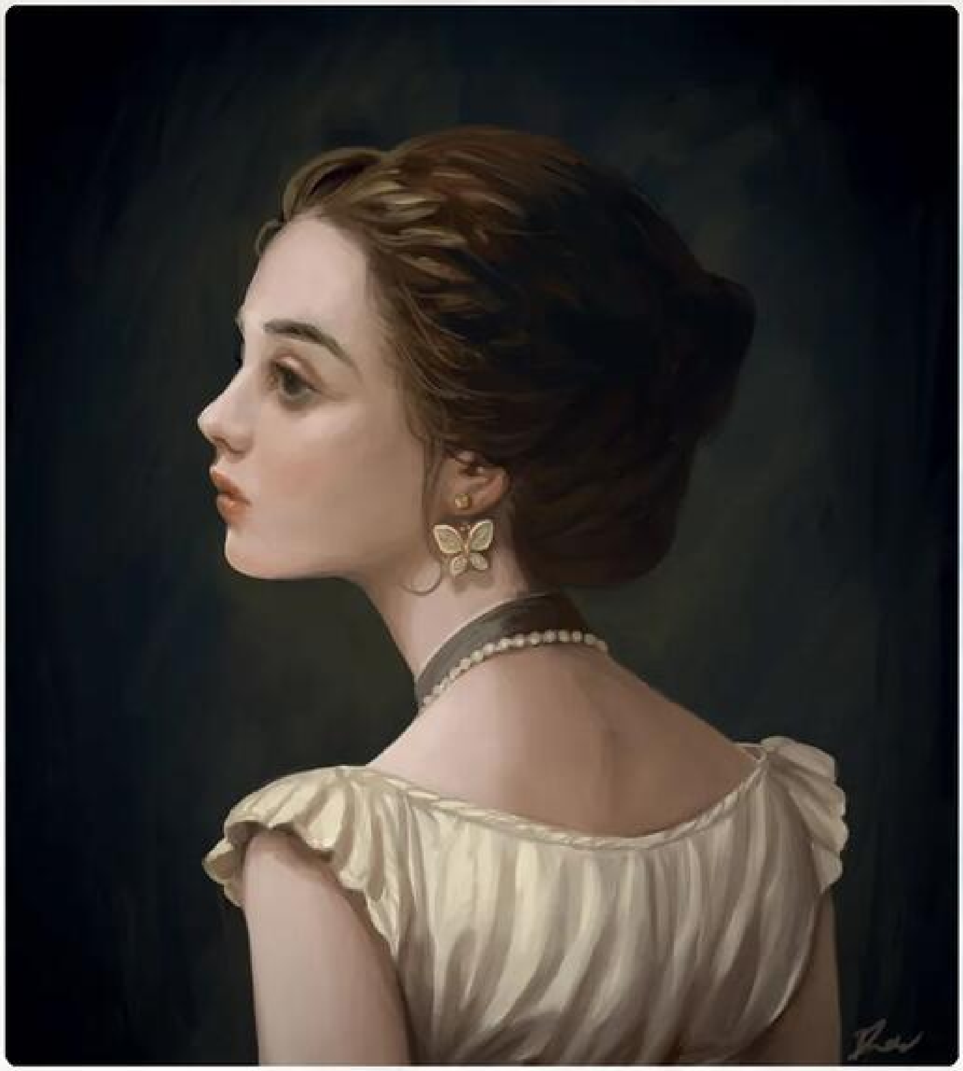


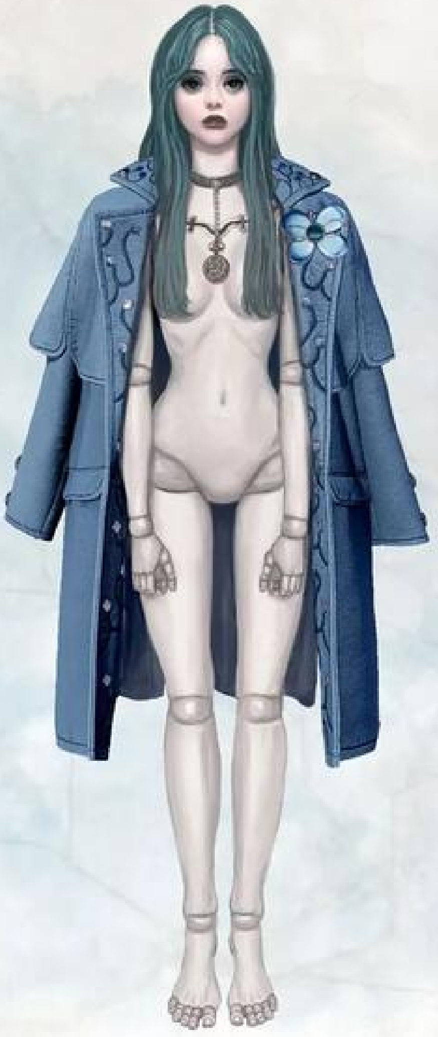




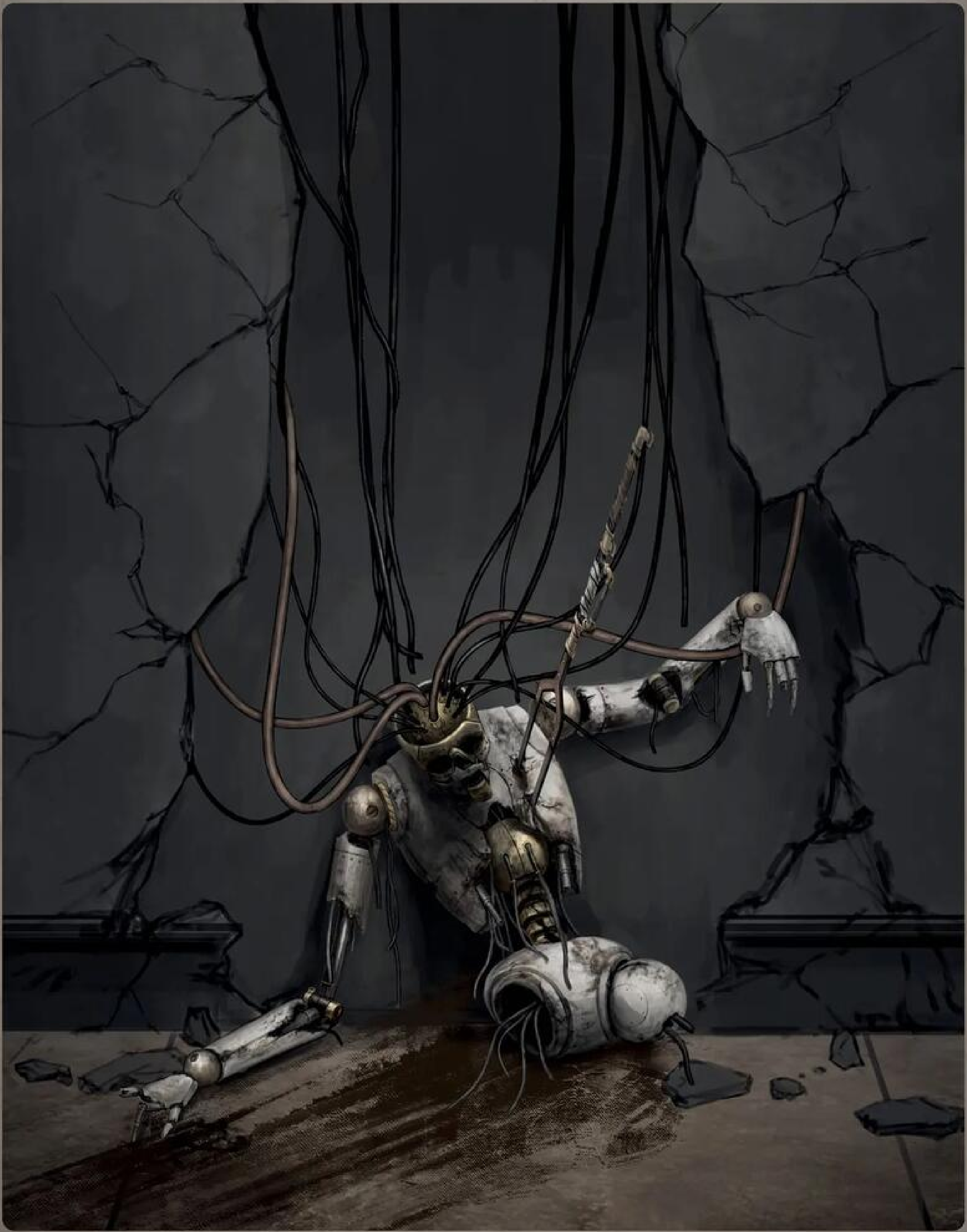


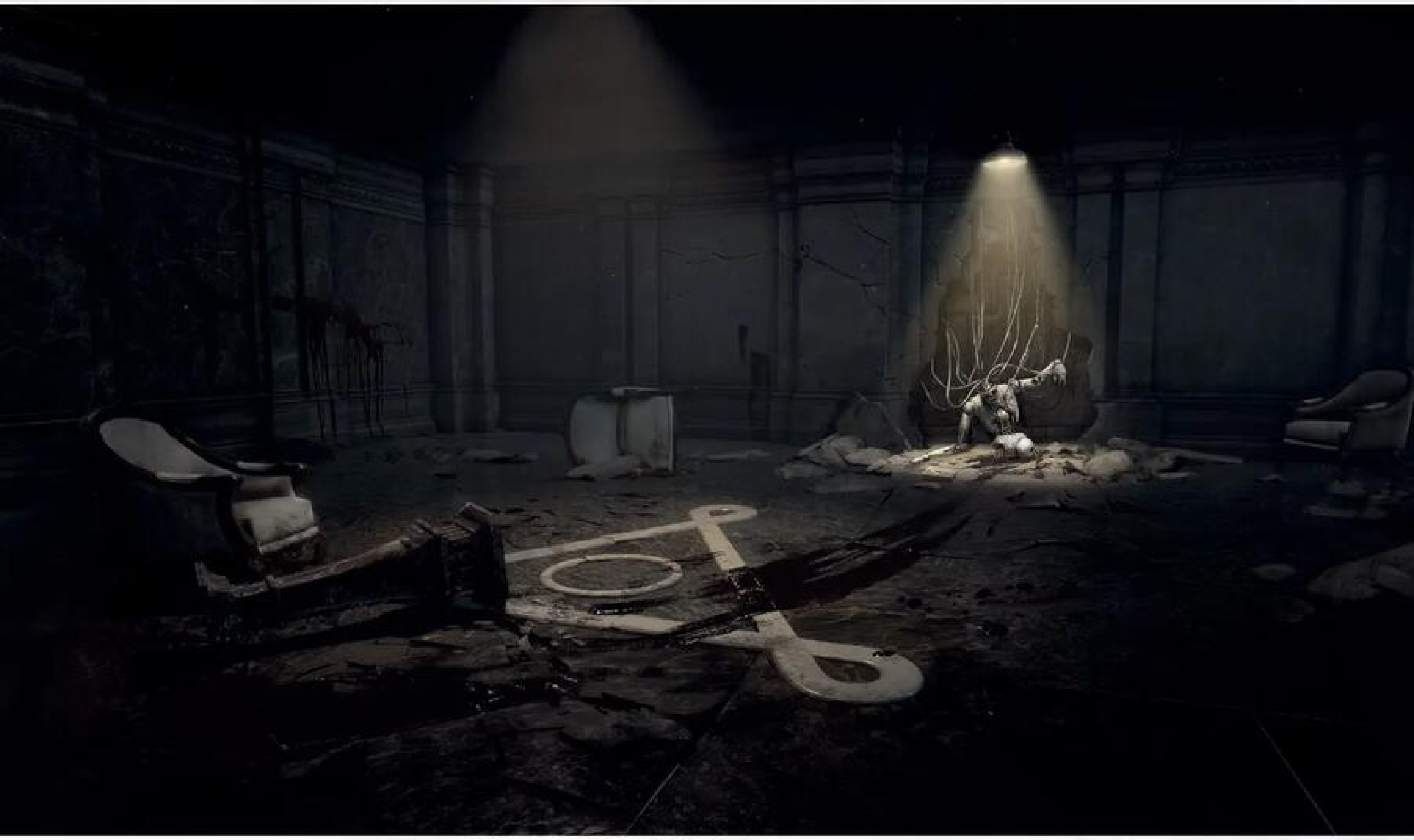


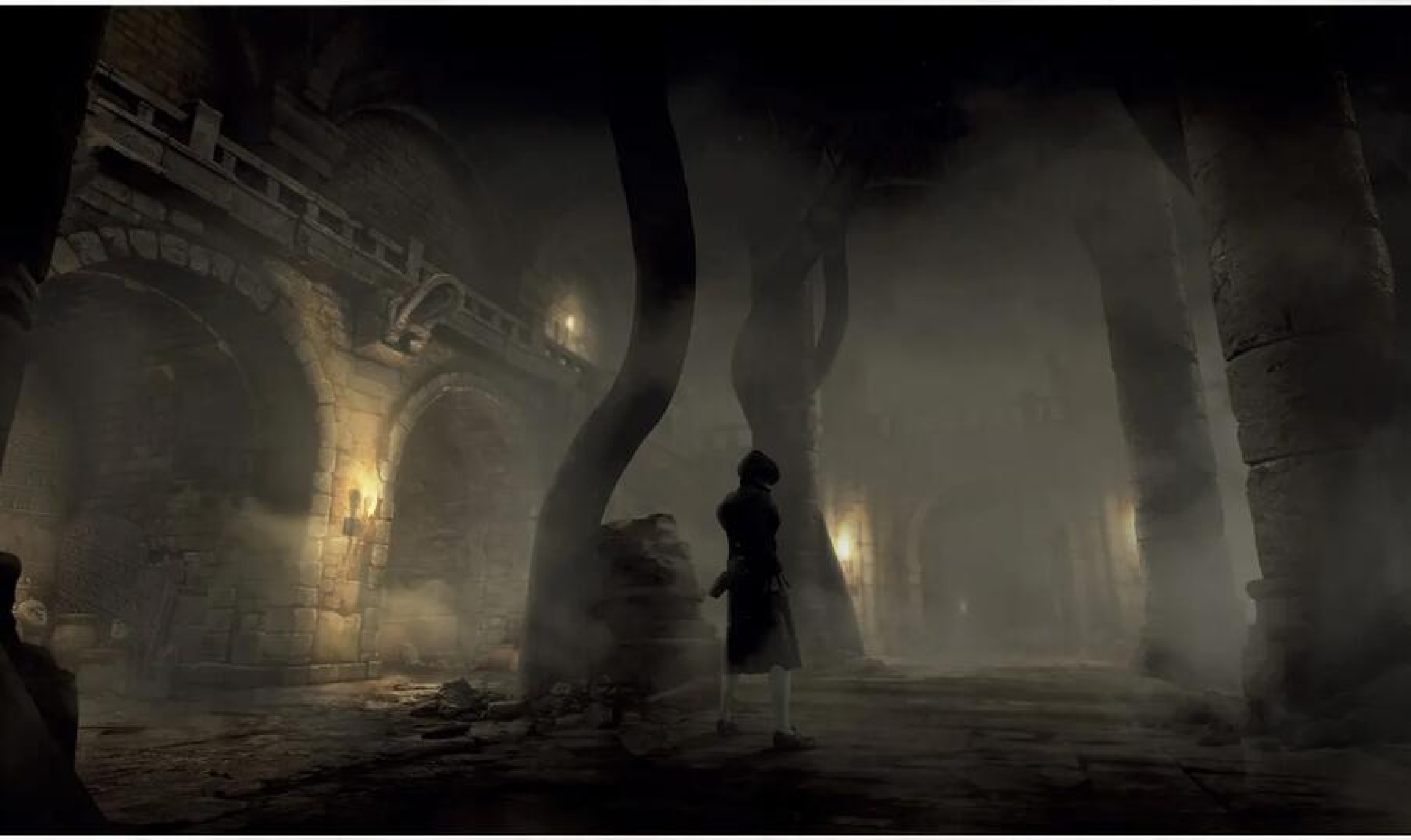


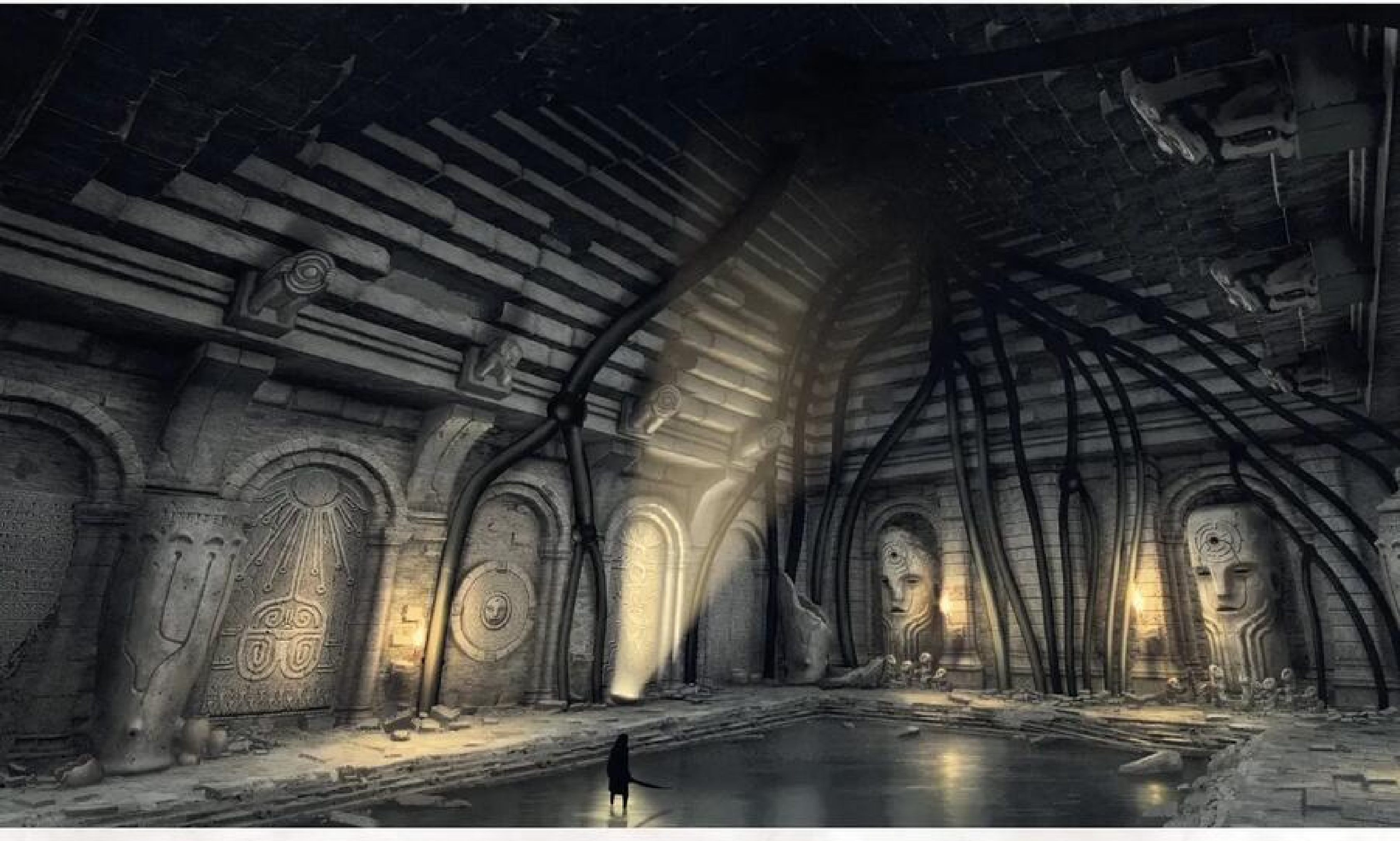


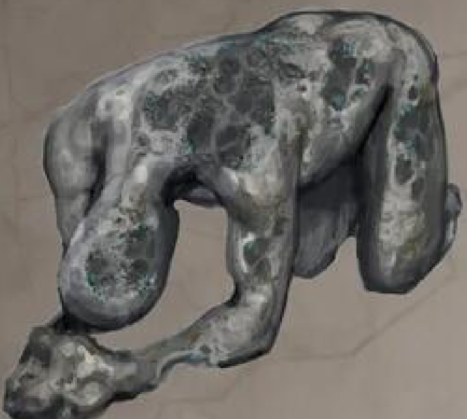
KING OF RIDDLES, ARLECCHINO

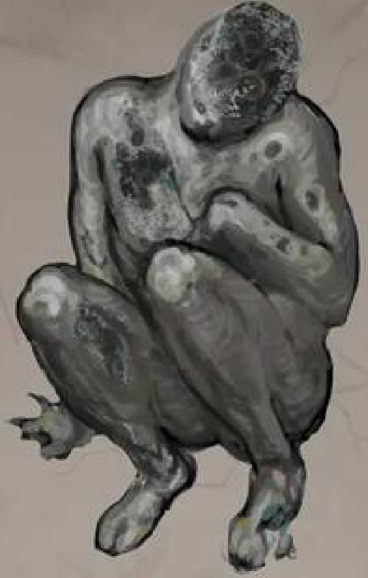


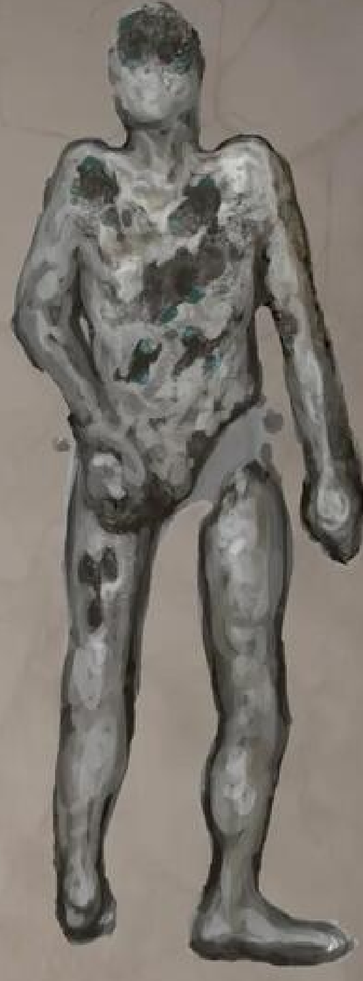


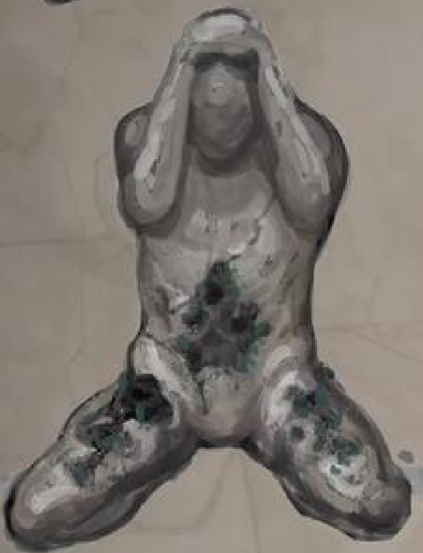


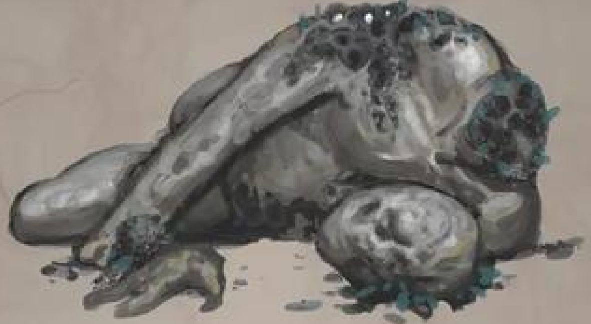


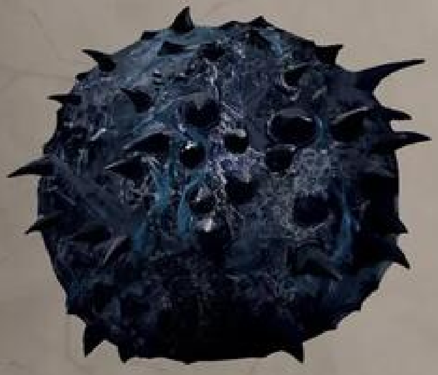


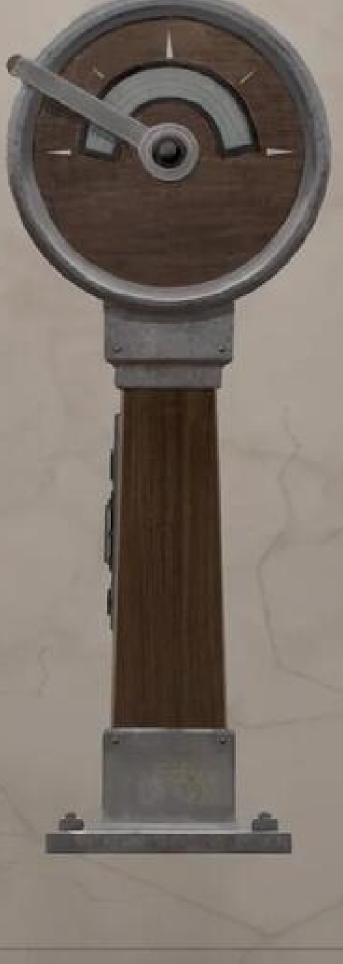


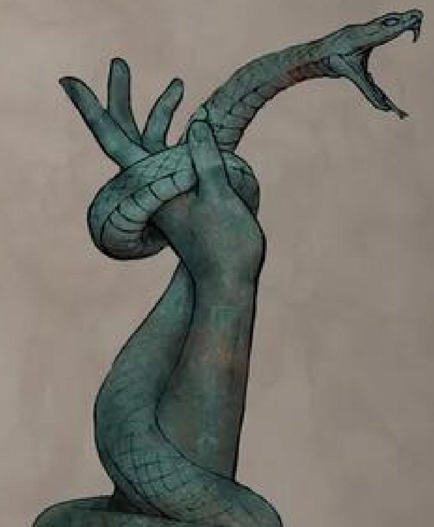


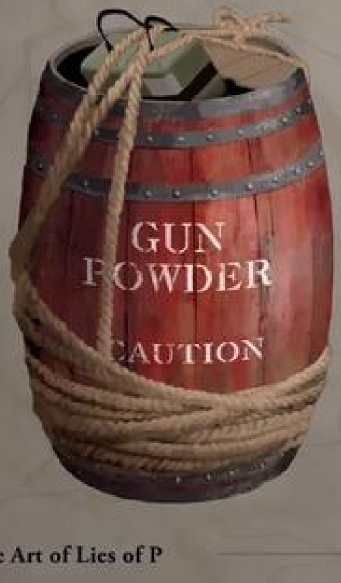


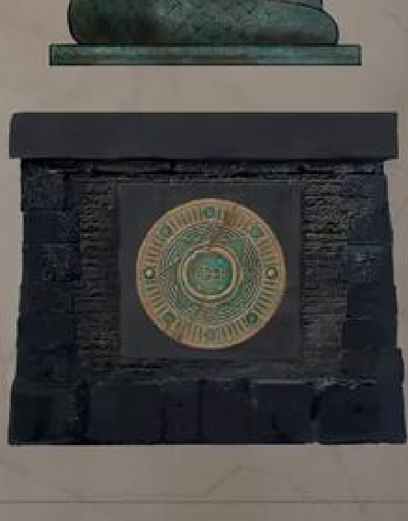


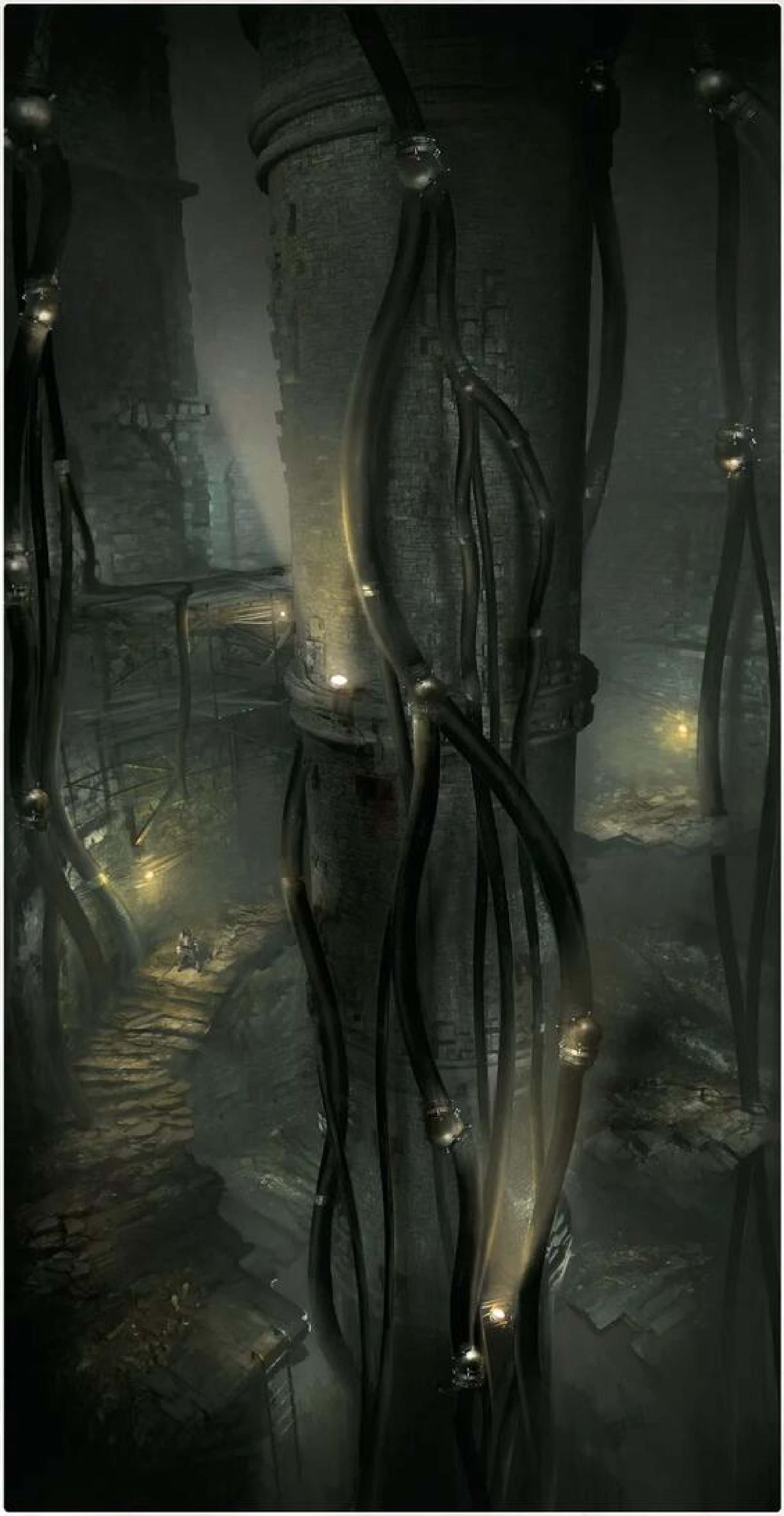


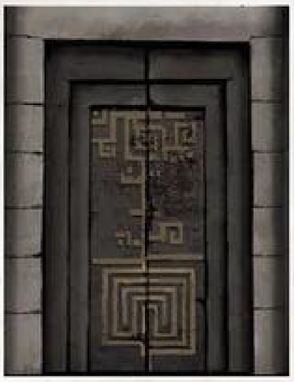


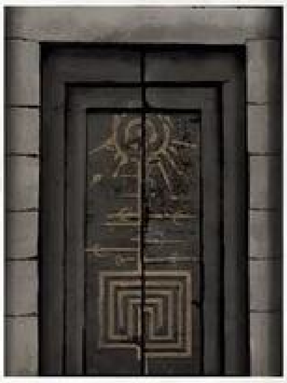


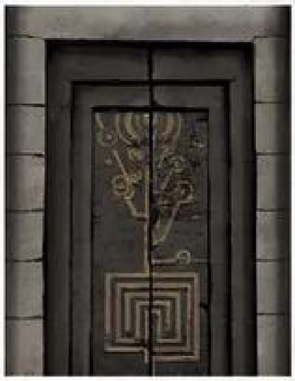

GUN
POWDER
CAUTION

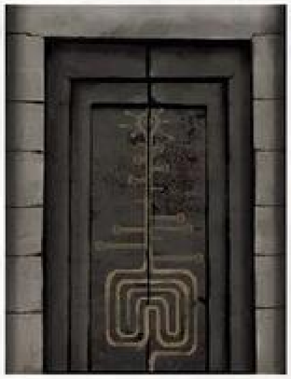


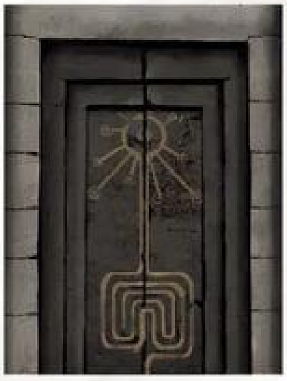




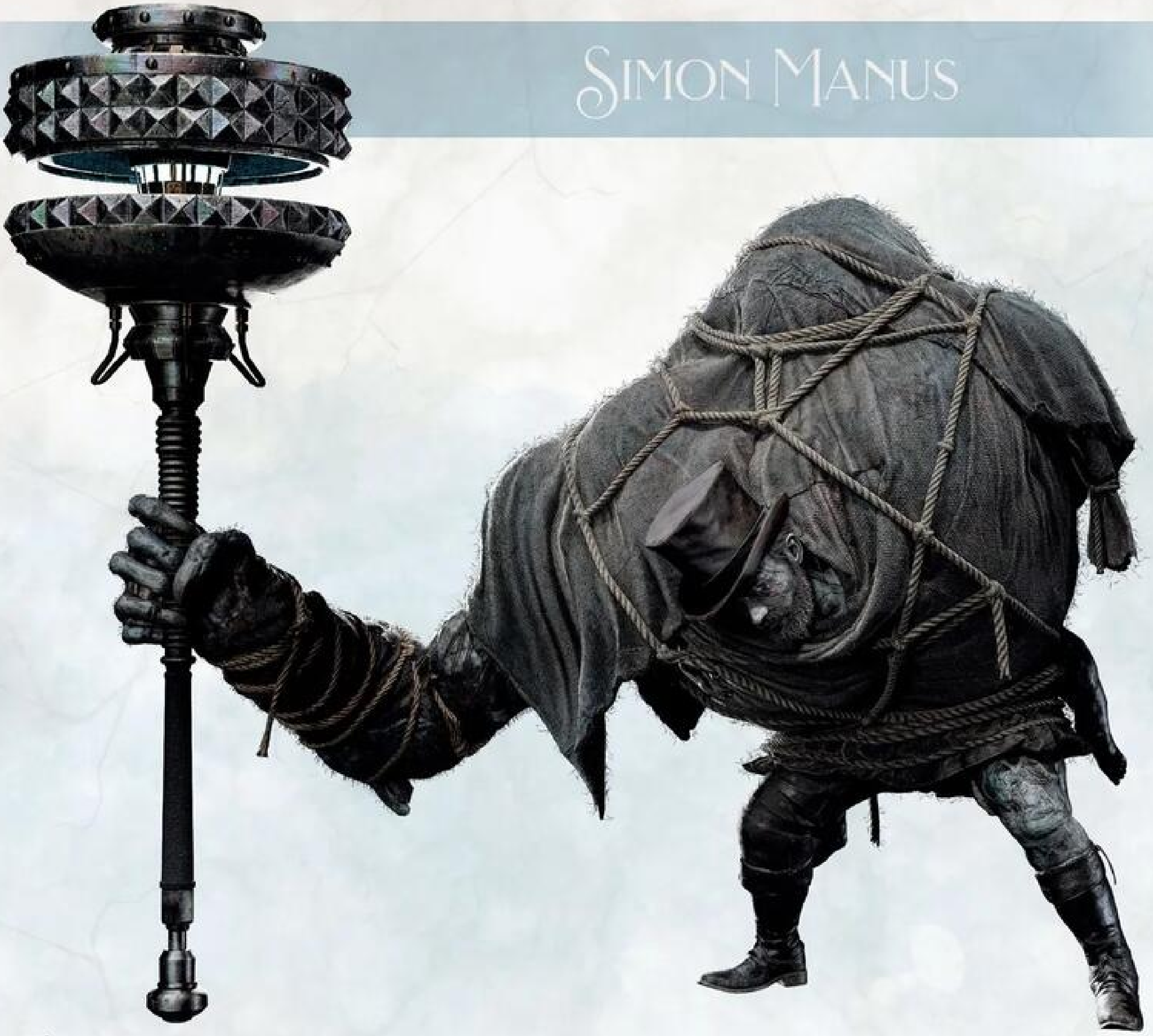


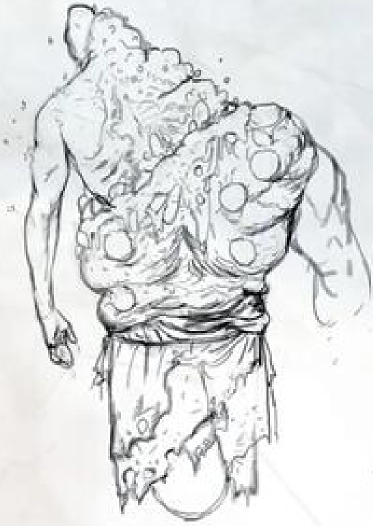


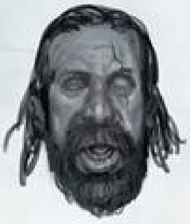


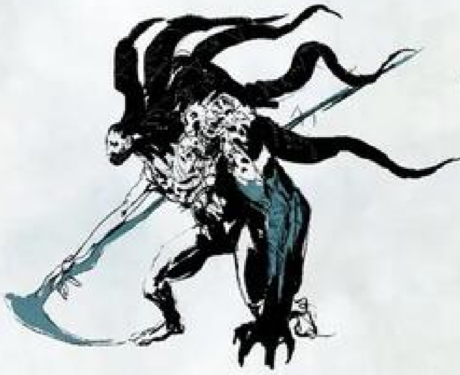


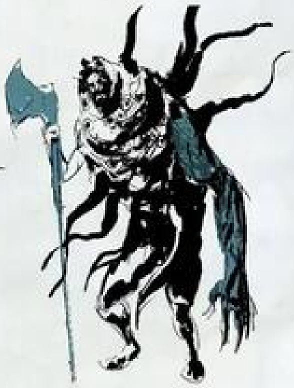
SIMON MANUS

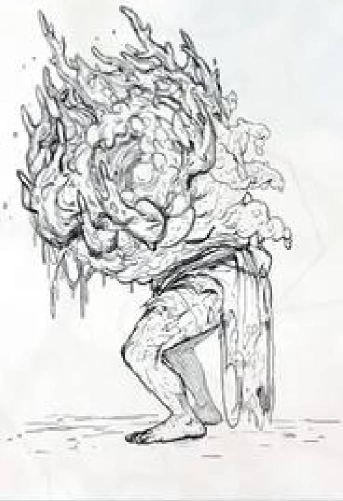


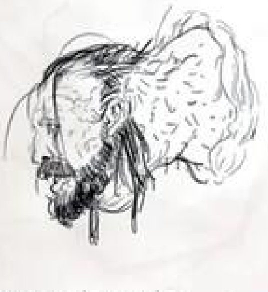


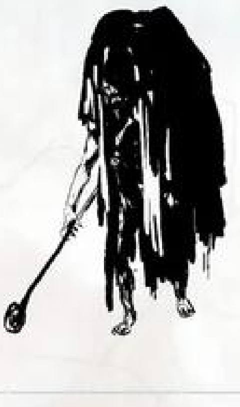


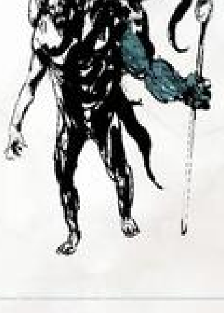


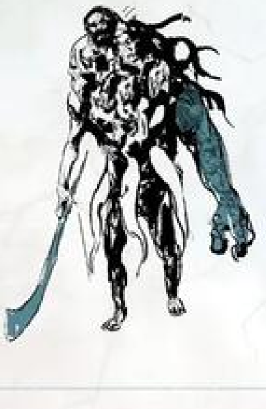


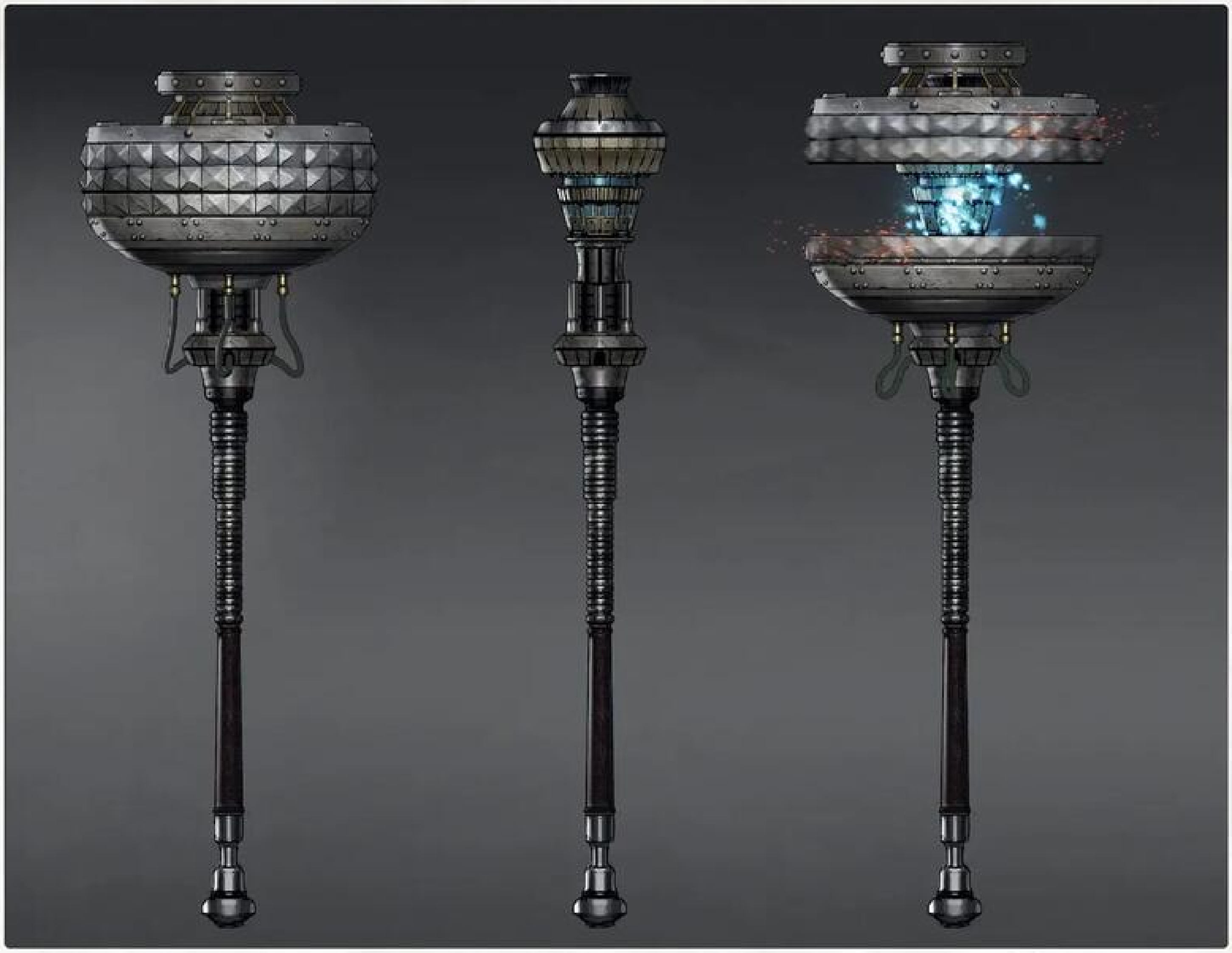


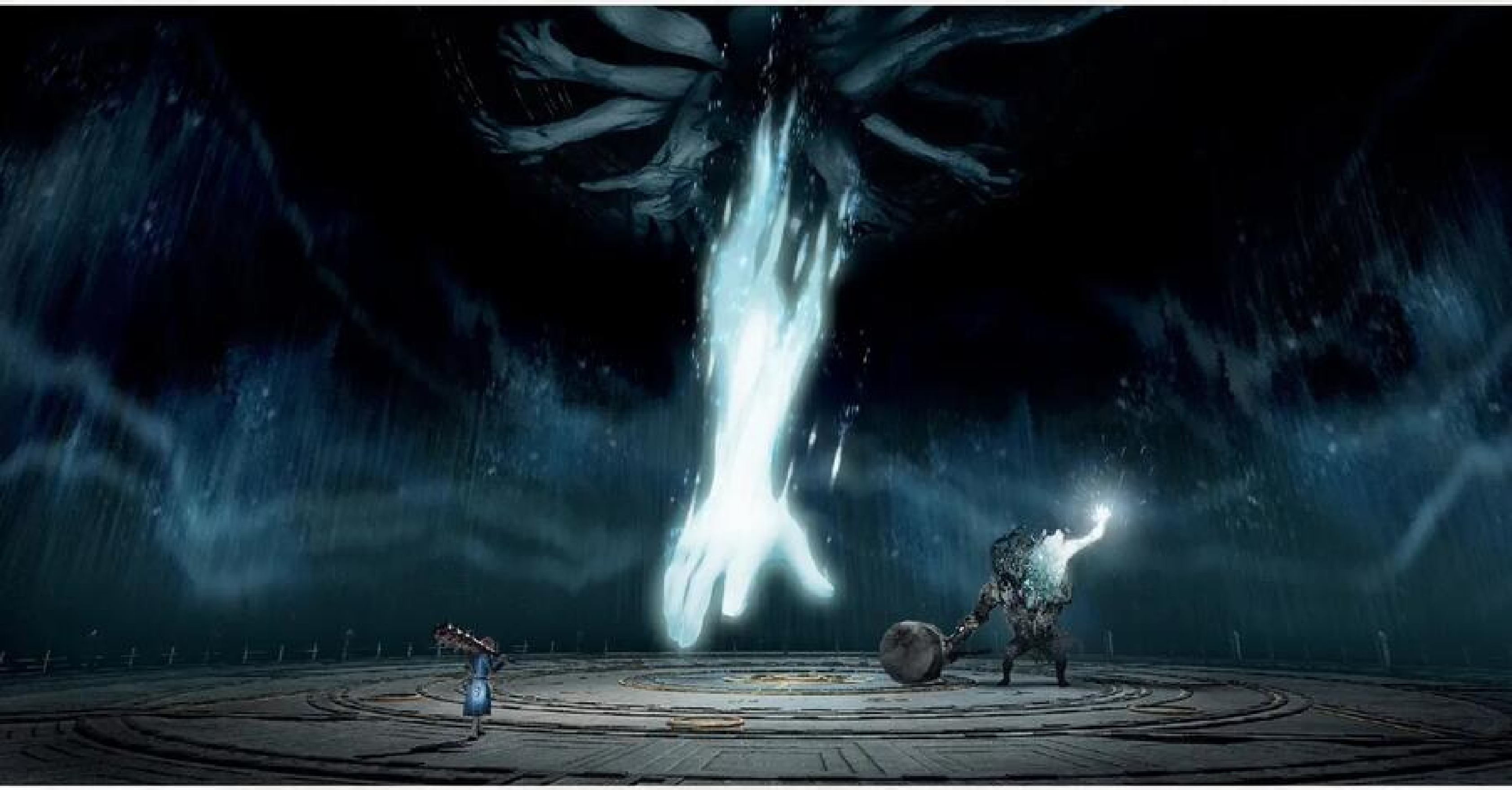


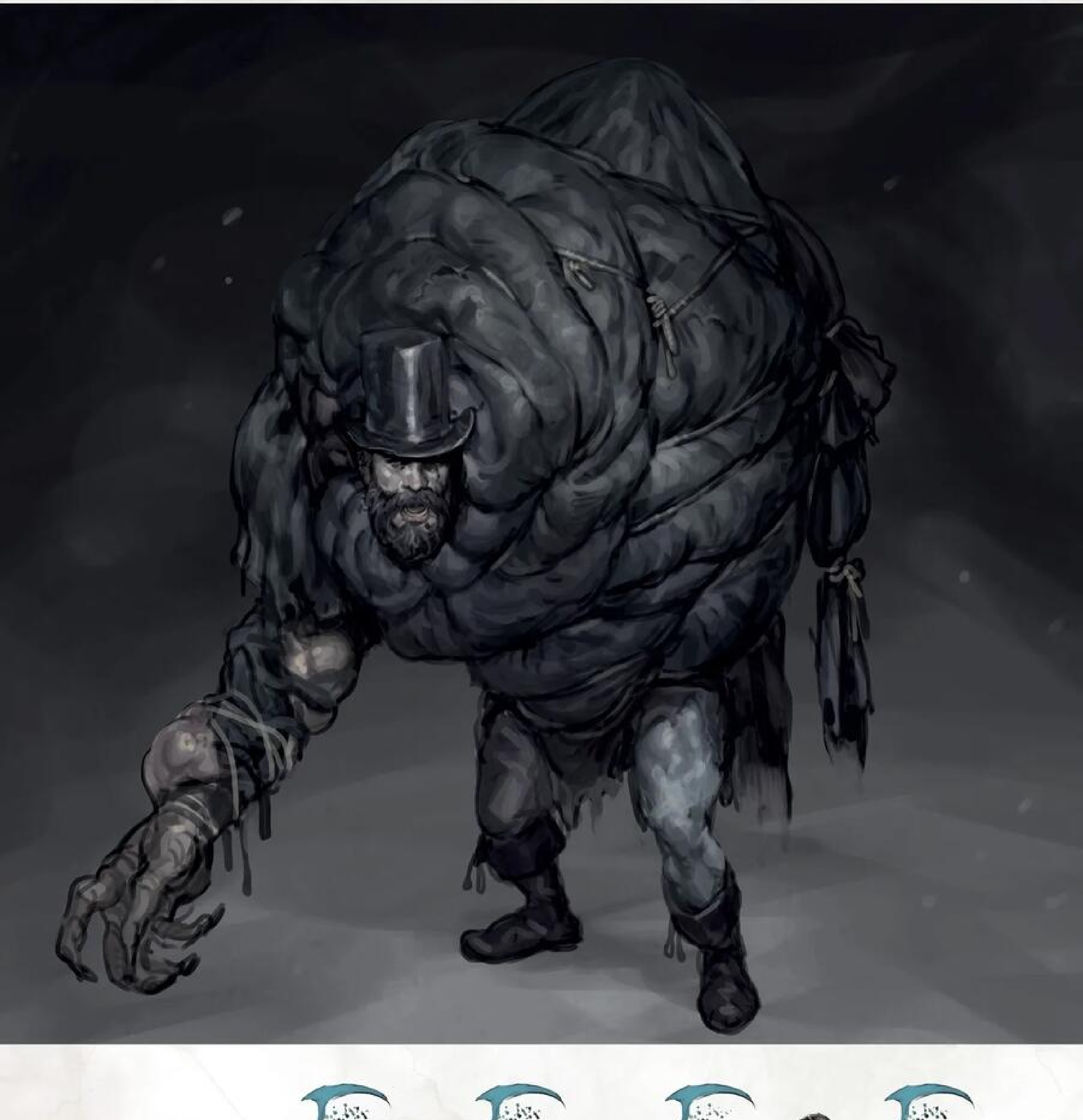


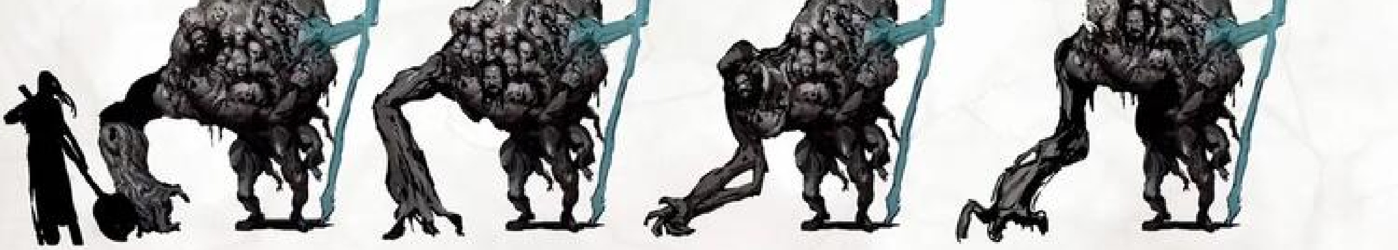


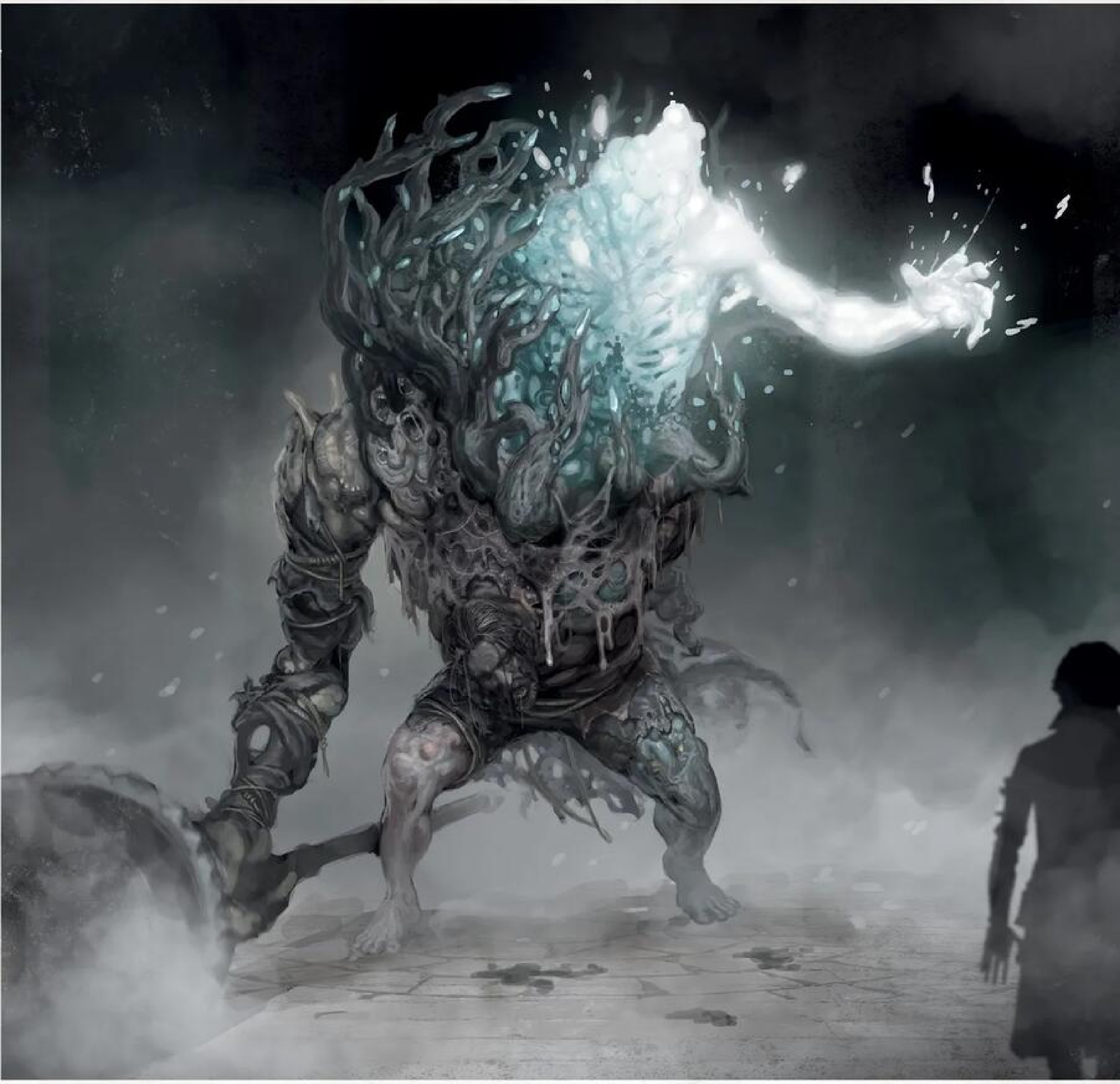












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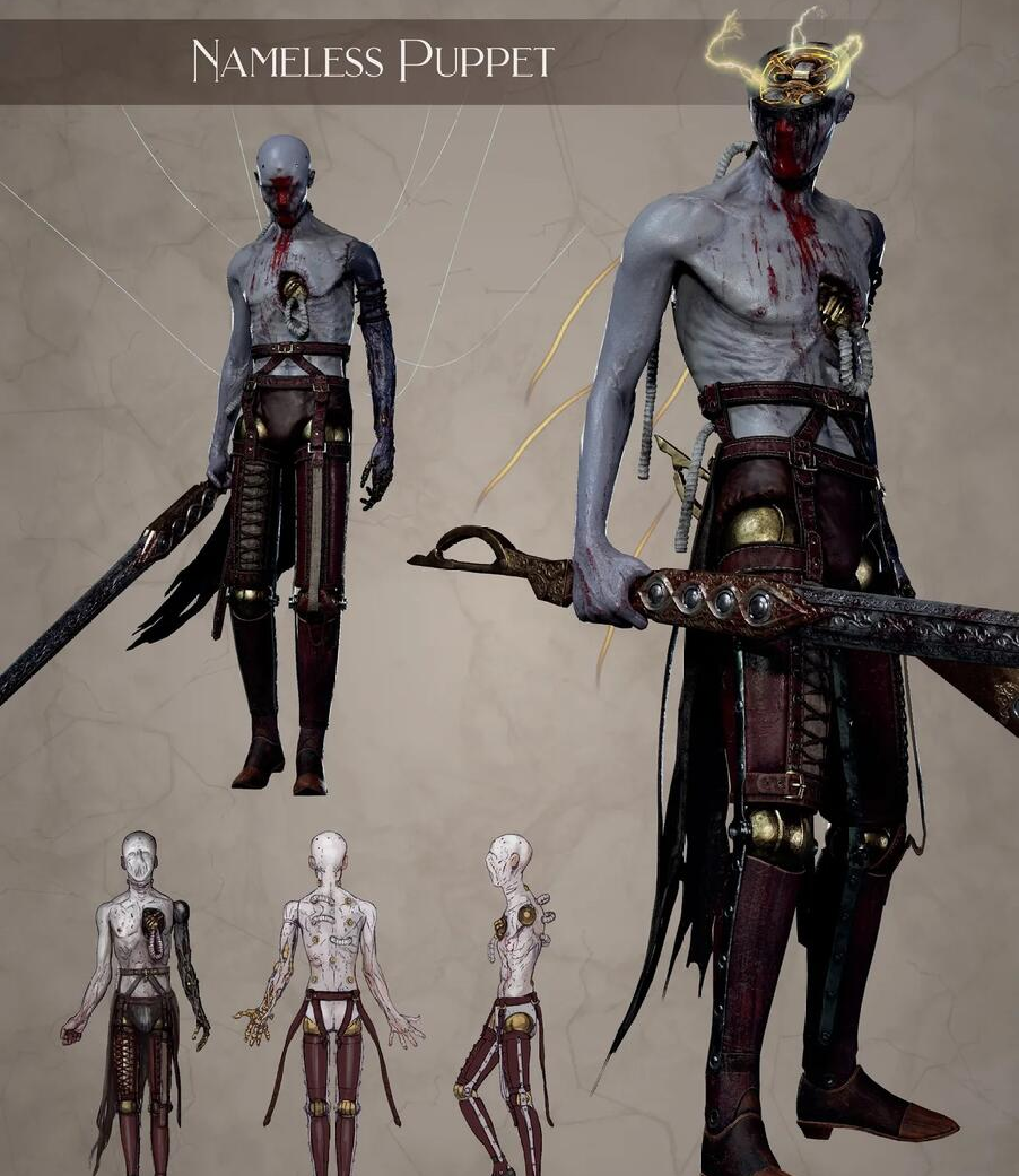
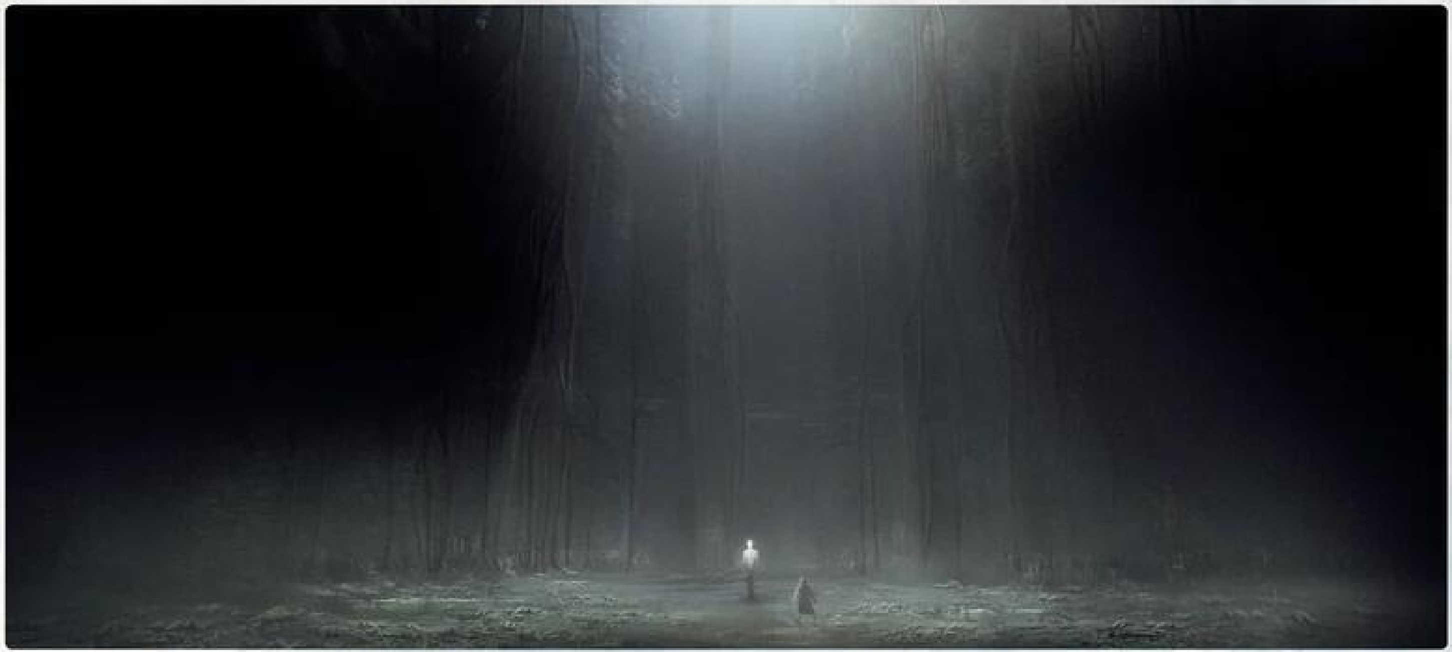
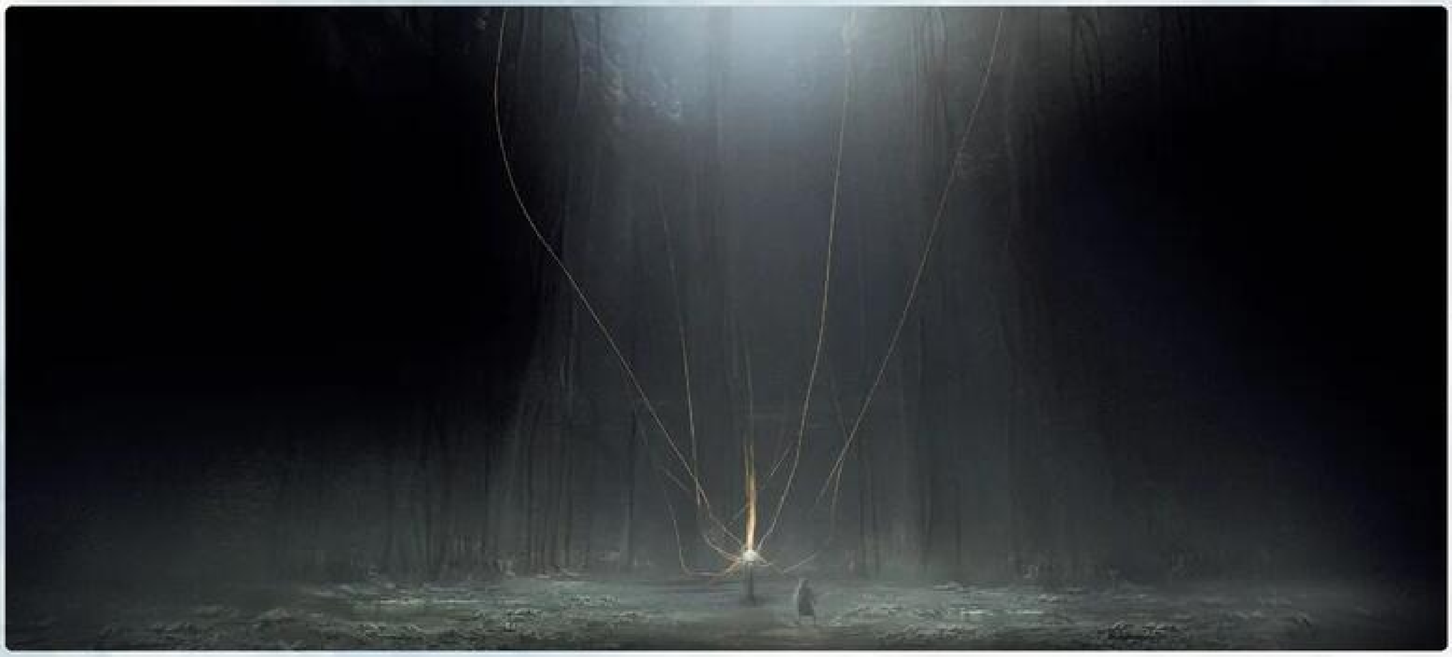
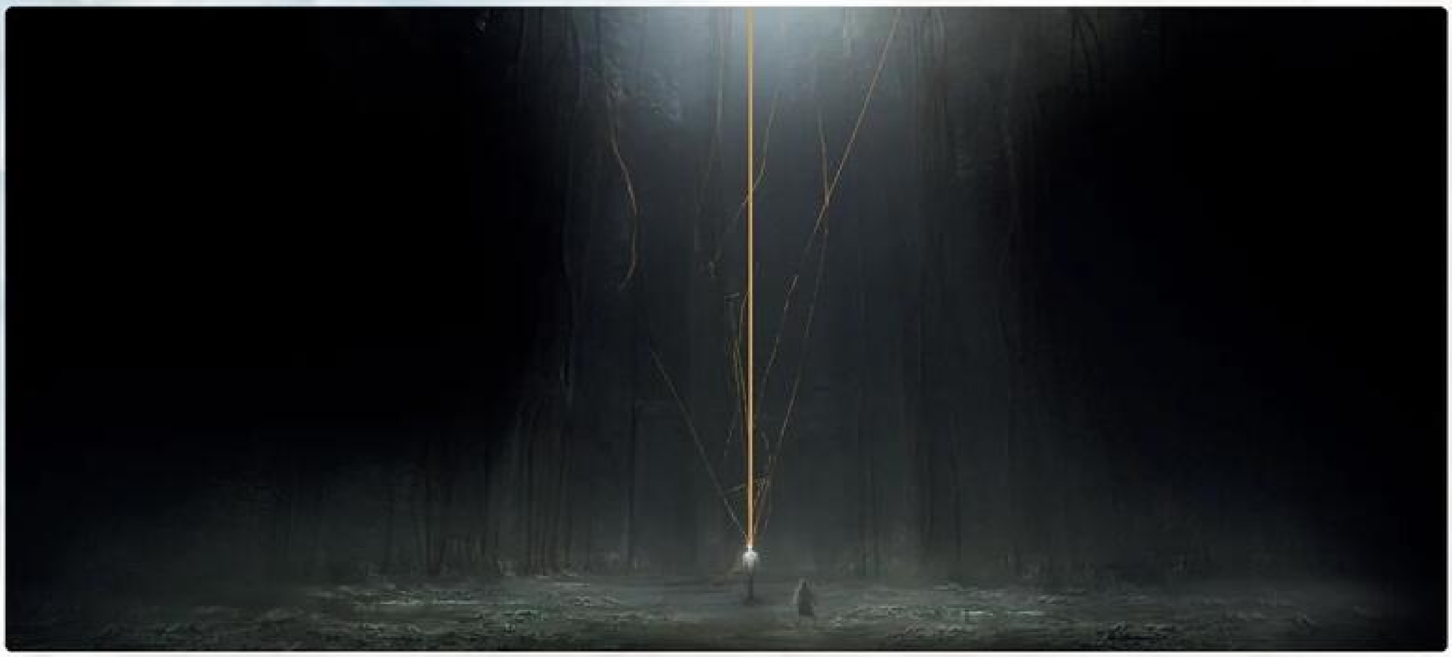
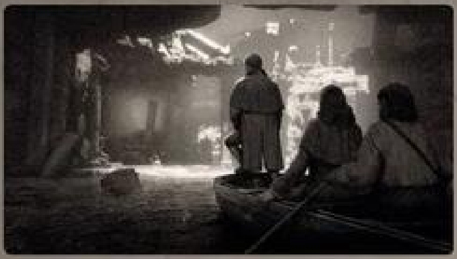
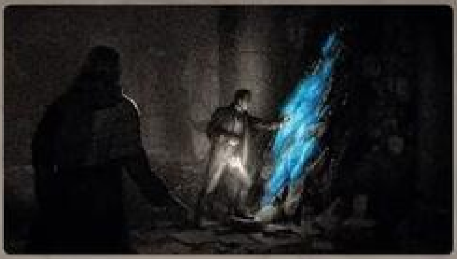
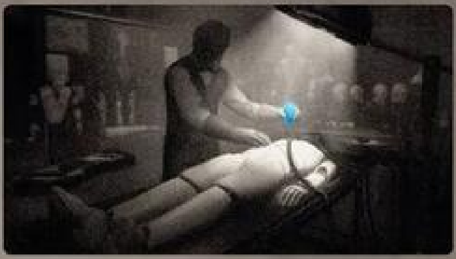
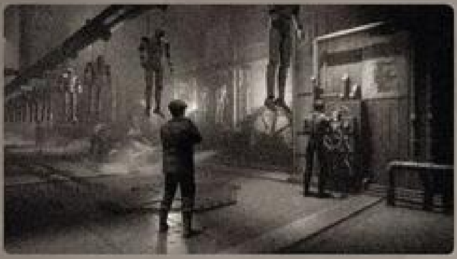
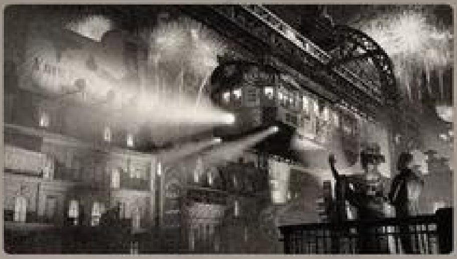
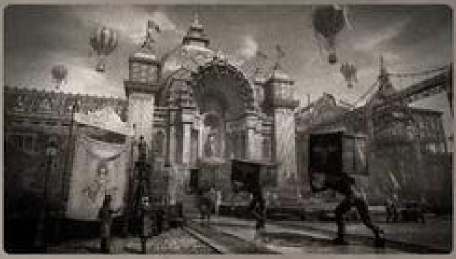
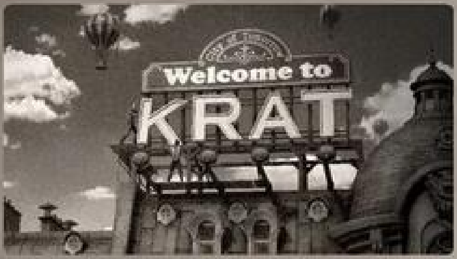








APPENDIX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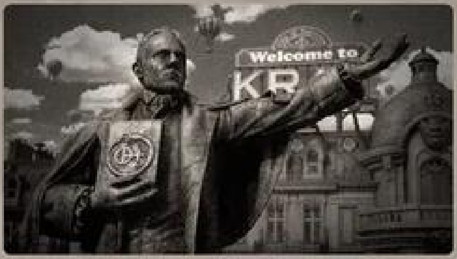
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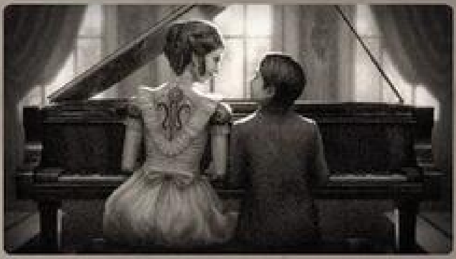
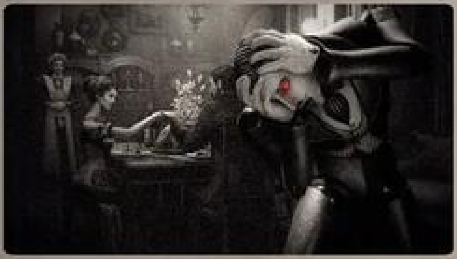
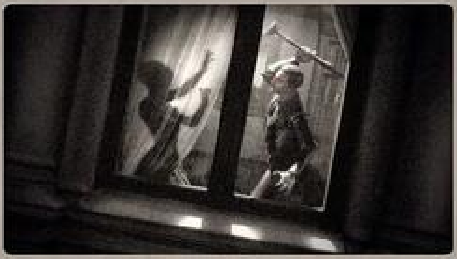
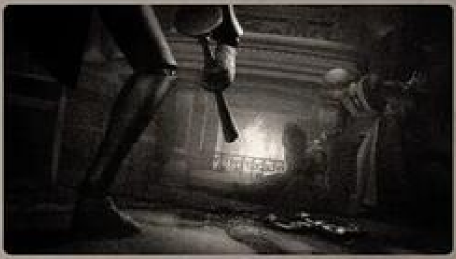
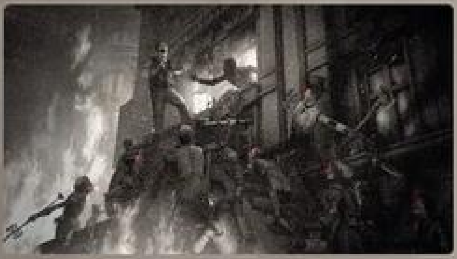
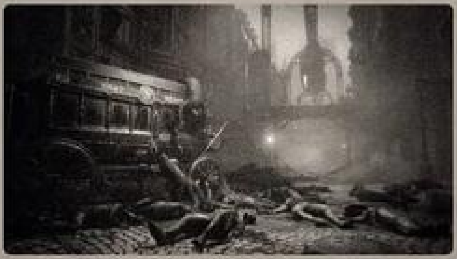
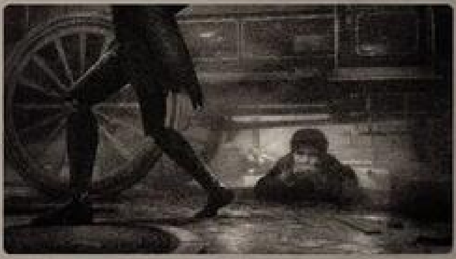
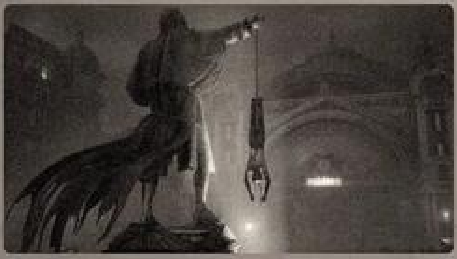
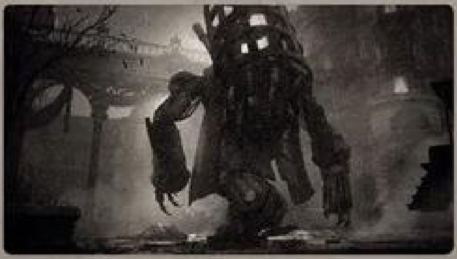
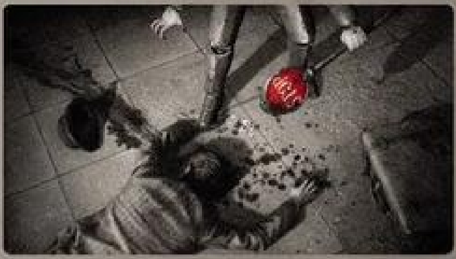
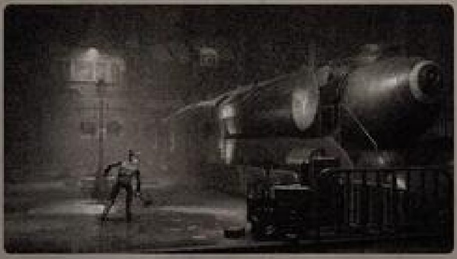
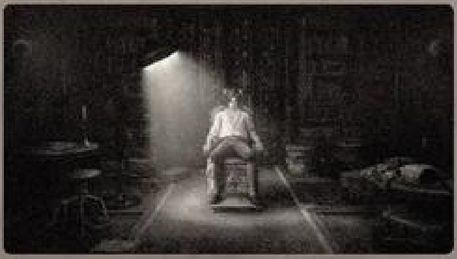
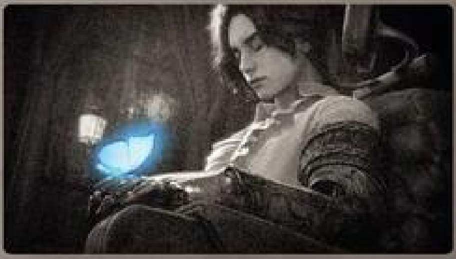
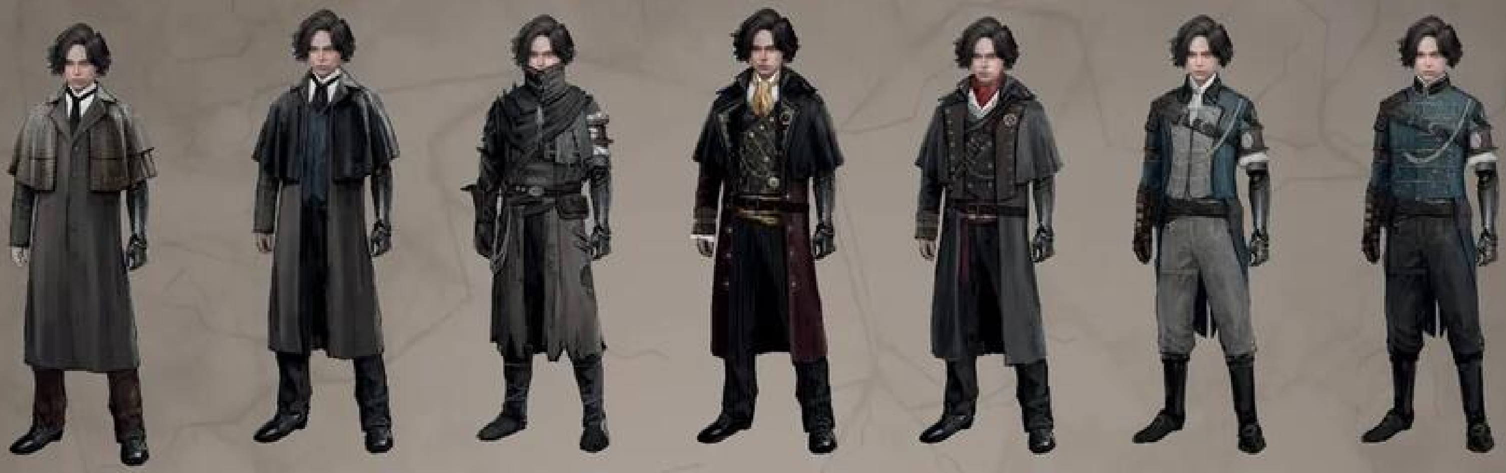
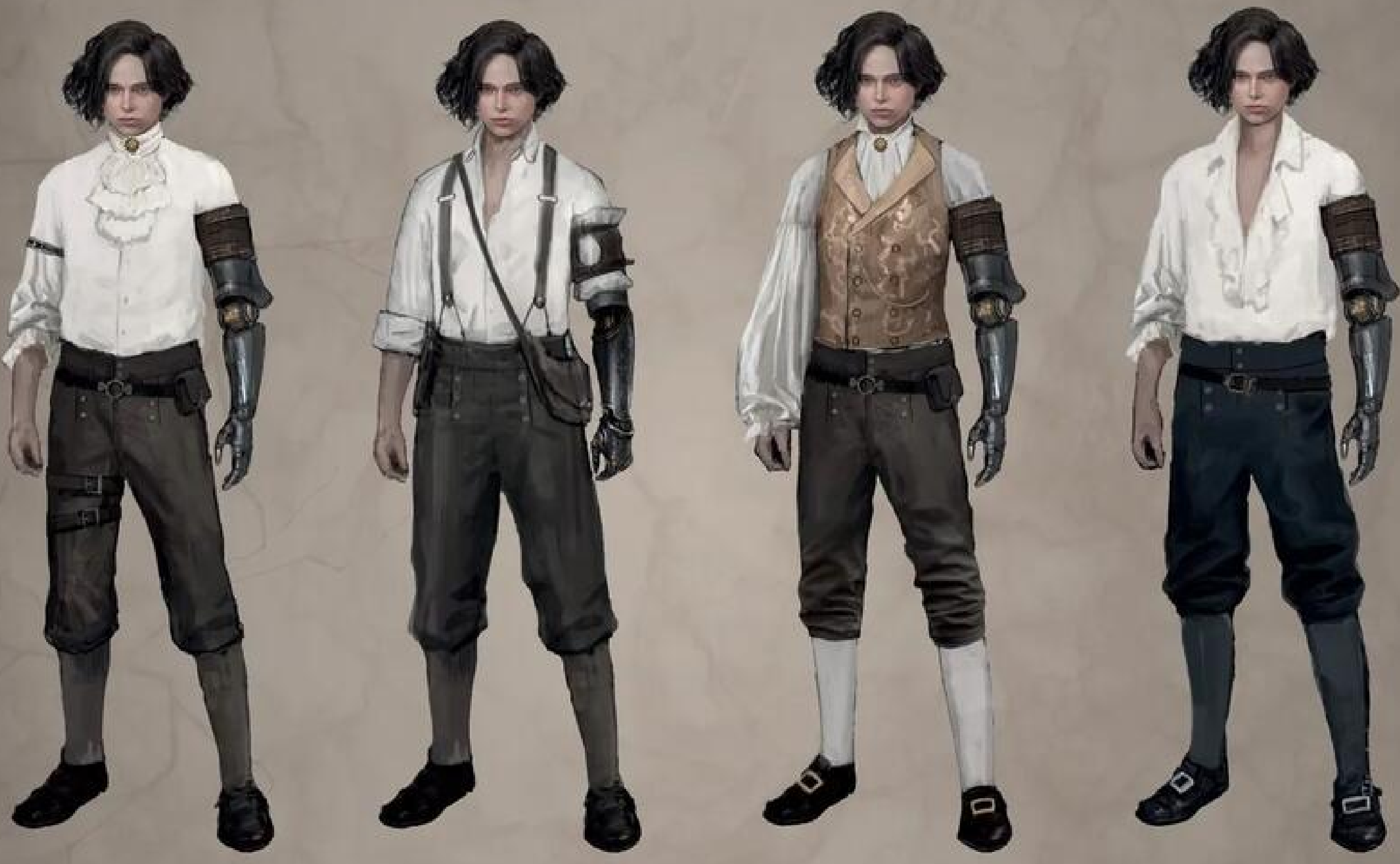
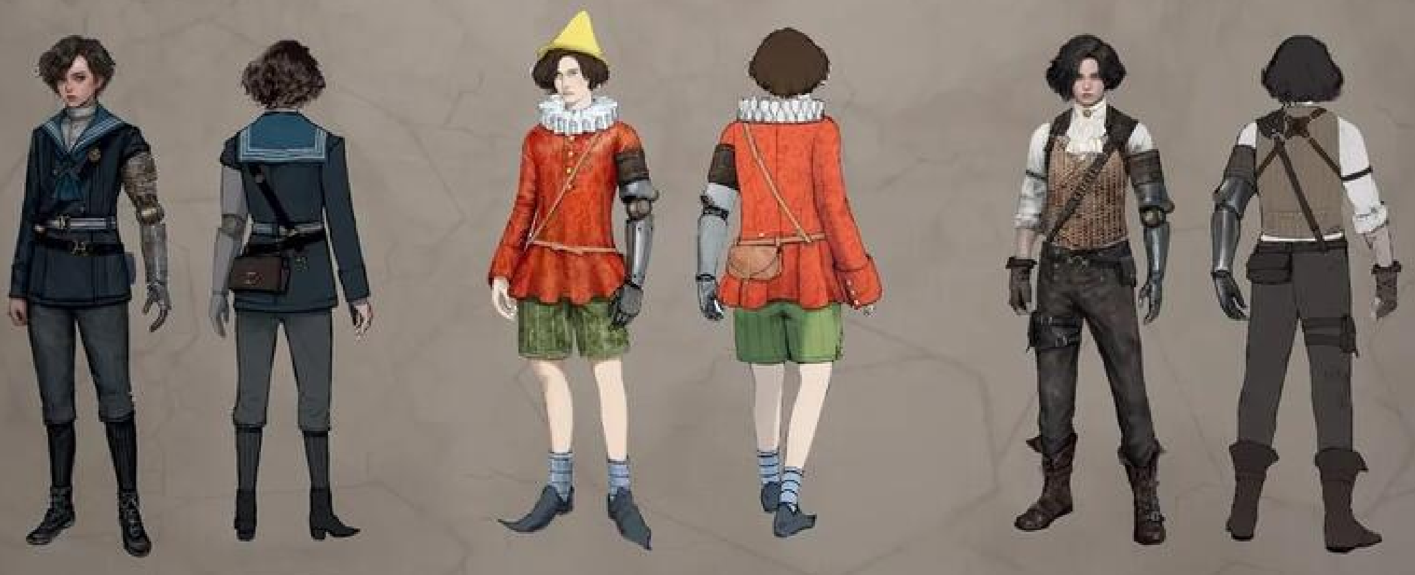
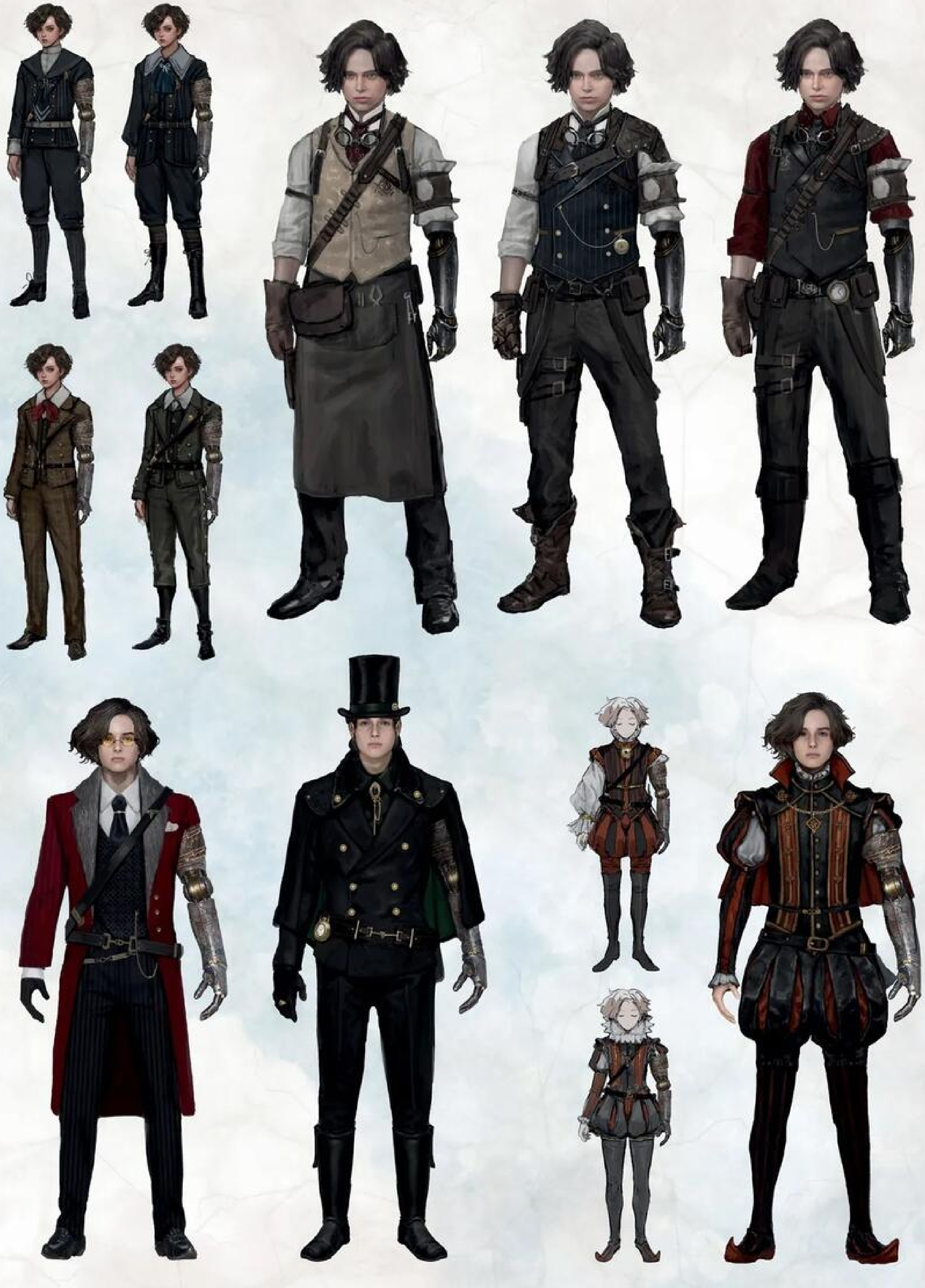
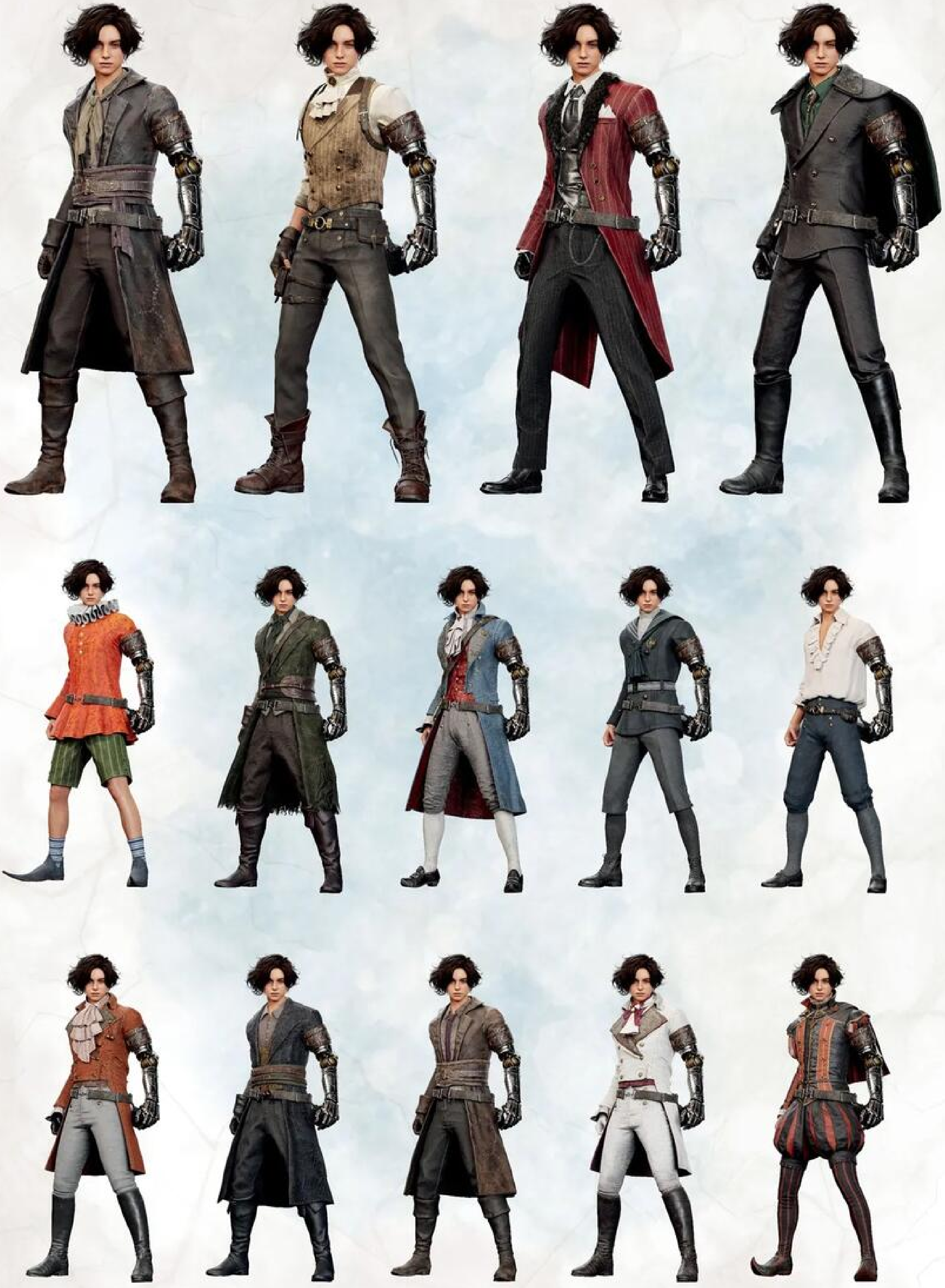
























MEMORY OF BEACH

Quixotic

Shadow Flower

WHY

THE PROPOSED, FLOWER, WOLF
PART 1

DIVINE SERVICE

SOMEDAY

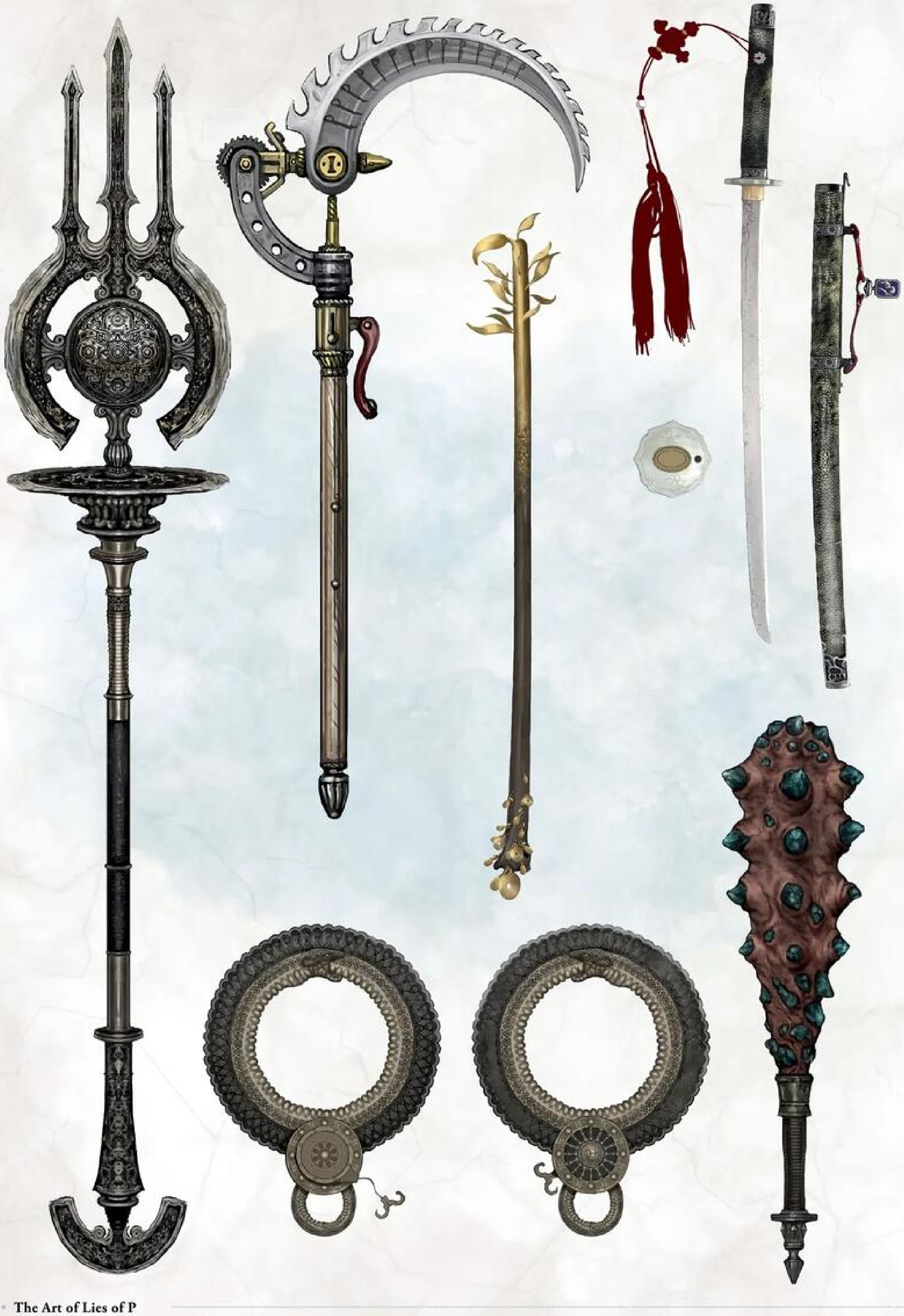
ASK TO WIND

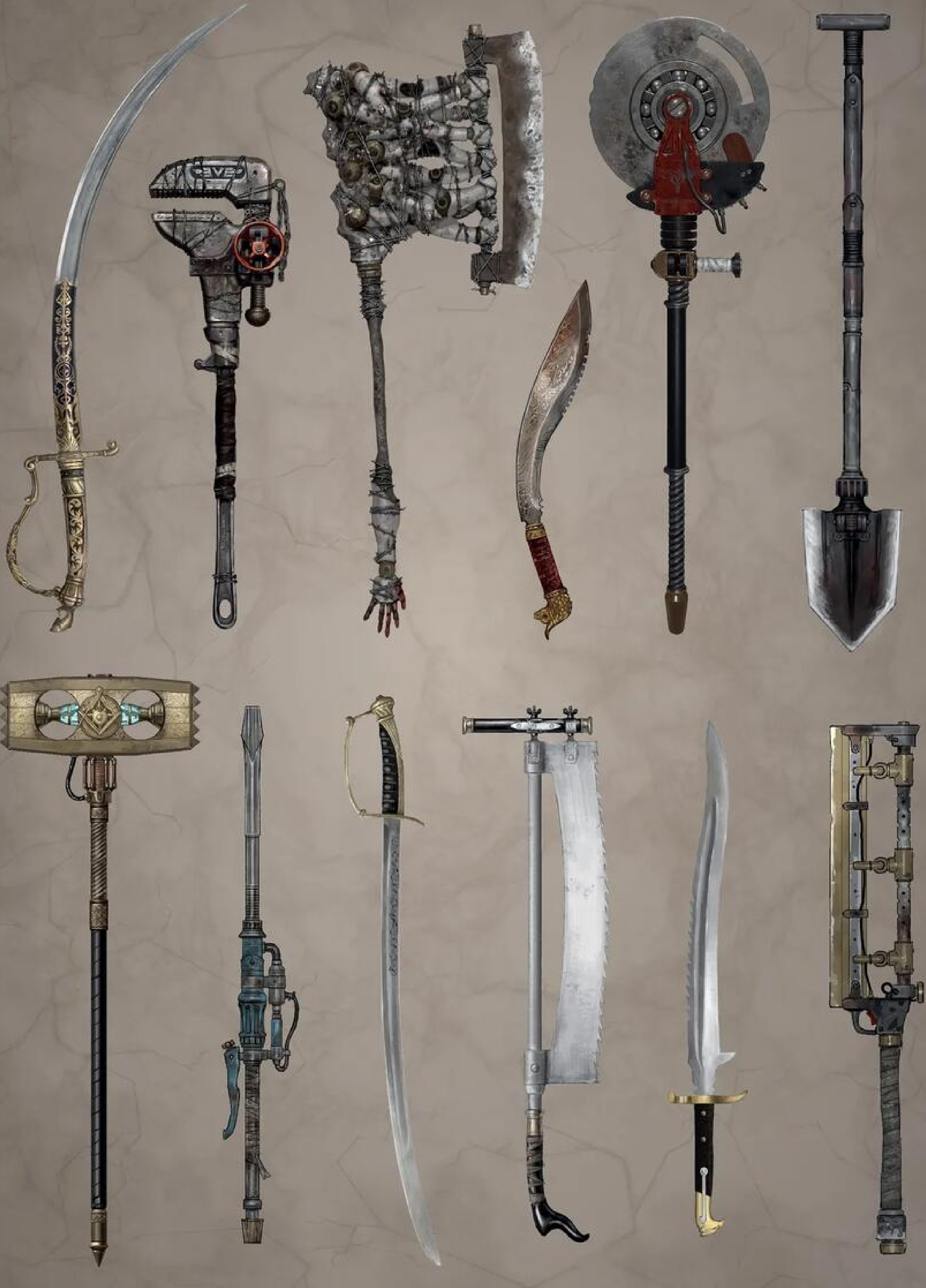
FEEL

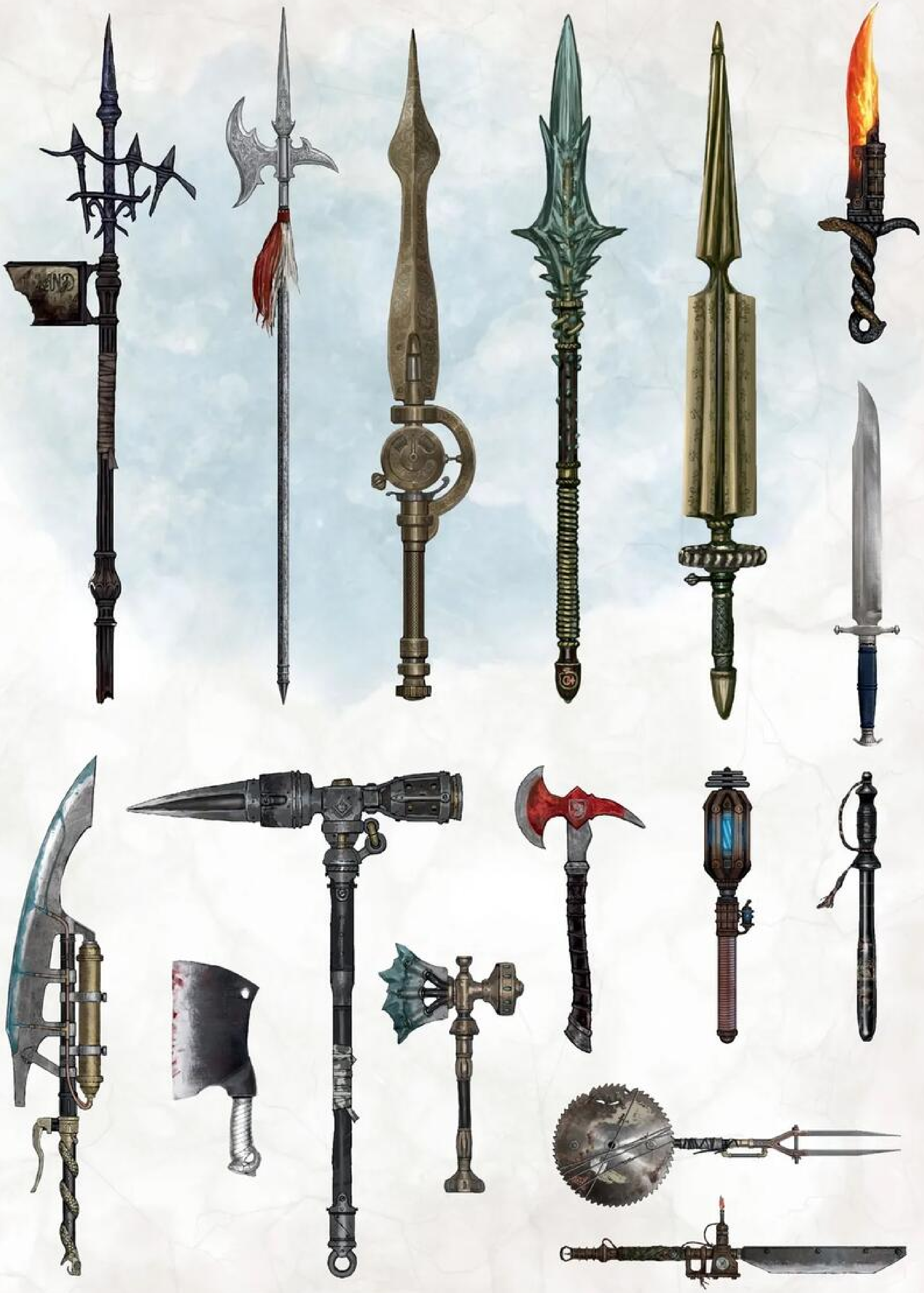
Minerva

FAR EAST PRINCESS

FASCINATION







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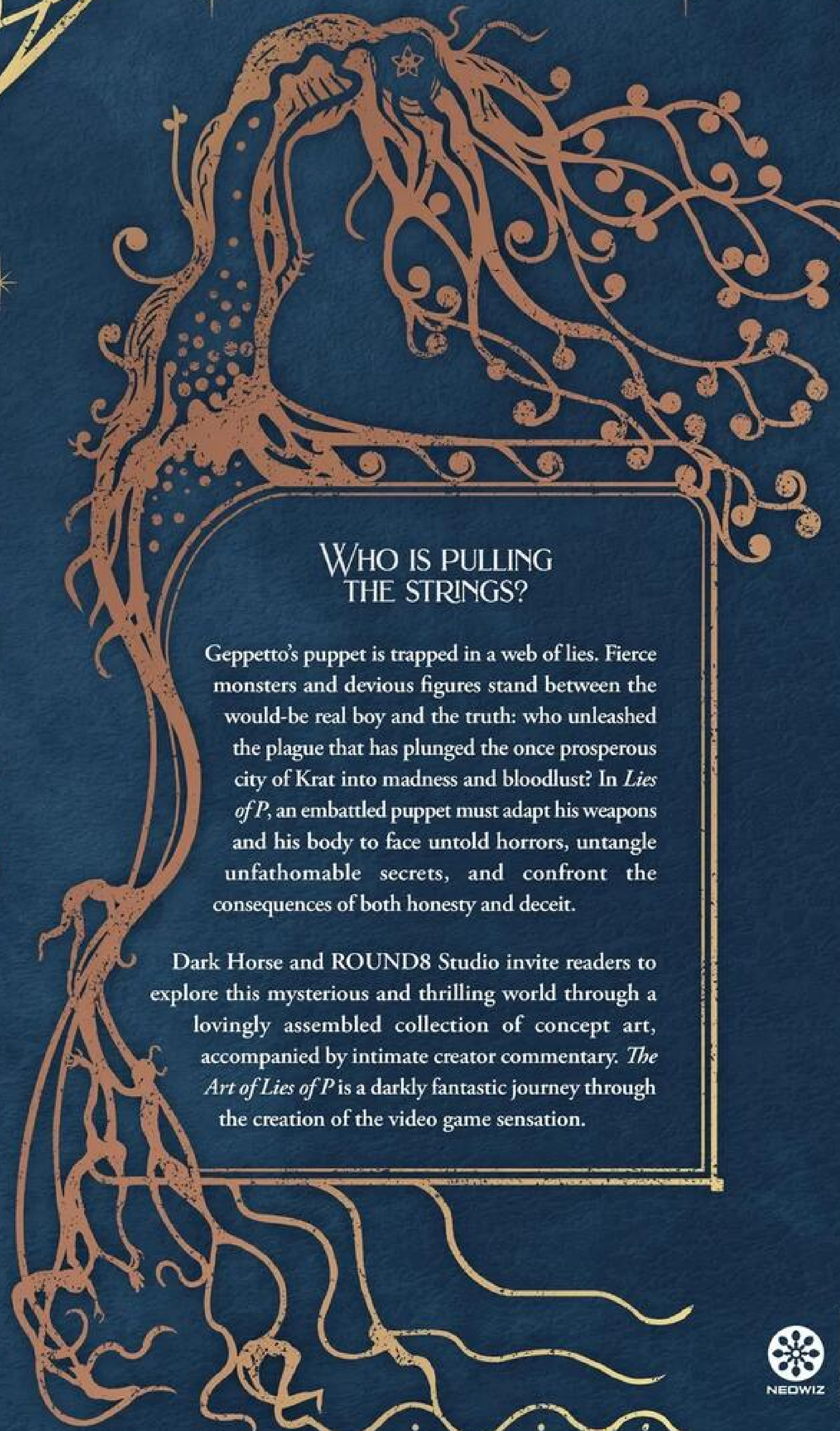
&
All members of Team NOUGH



WHO IS PULLING THE STRINGS?

Geppetto's puppet is trapped in a web of lies. Fierce monsters and devious figures stand between the would-be real boy and the truth: who unleashed the plague that has plunged the once prosperous city of Krat into madness and bloodlust? In *Lies of P*, an embattled puppet must adapt his weapons and his body to face untold horrors, untangle unfathomable secrets, and confront the consequences of both honesty and deceit.

Dark Horse and ROUND8 Studio invite readers to explore this mysterious and thrilling world through a lovingly assembled collection of concept art, accompanied by intimate creator commentary. *The Art of Lies of P* is a darkly fantastic journey through the creation of the video game sensation.

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